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E. E. Backus.

AN

EXPOSURE

OF

THE ARTS AND MISERIES

OF

GAMBLING;

DESIGNED ESPECIALLY AS

A WARNING TO THE YOUTHFUL AND INEXPERIENCED AGAINST THE EVILS OF THAT ODIOUS AND DESTRUCTIVE VICE.

BY J. H. GREEN.

Jonathan H. Greene

REVISED BY A LITERARY FRIEND.

FIFTH EDITION, IMPROVED.

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PREFACE

BY THE REVISER.

Very few of those who have employed their pens in opposition to the vice which forms the subject of the following pages, have had the advantage of speaking from personal observation and experience. They have, nevertheless, done much good, for which they are justly entitled to the approbation and gratitude of their fellow-men. To many, however, it has long appeared very desirable that some of those who, for years, have been intimately identified with this desolating evil, would resolutely come forward, and "speak what they do know, and testify what they have seen," in relation to it. In the work here submitted to the patronage of the community, this want is humbly attempted to be supplied.

As may well be supposed, the author felt some delicacy in thus placing himself before the world; but, sustained by the consciousness that his highest aim was to do good, he was willing to

make the experiment, hoping that any mortification of feeling, or even personal danger, which it might subject him to, would be more than counterbalanced by the countenance and sympathies of the friends of morality and good order, generally. After having separated himself (and he trusts in God, forever) from that class of persons called *gamblers*, the ordinary maxims of prudence would probably have dictated to him to allude as seldom and as sparingly as possible to his former course of life. But believing, as he did, that by bringing to light, as he had it in his power to do, the arts and machinations of gamblers, and the miseries of that kind of life, he might render a great and lasting service to others, he did not feel as if motives of delicacy in regard to himself should deter him from making the attempt. He has felt the more encouraged to embark in this undertaking, from the wonderful success that has attended a similar course in connection with the temperance reformation. Reflecting on the well-known fact, that the simple narratives of reformed inebriates have, in general, a far more powerful and extensive influence than the most polished and eloquent discourses of others, it occurred to him, that the adoption of a like course, in reference to the formidable vice of gambling, might be

productive of equally gratifying consequences. And should this effort be received with favor, it is his intention, at no very distant day, to travel and lecture on this subject. And observing, moreover, the kindness and consideration which have every where been generously extended to those novel laborers in the temperance field, he was led to believe, that, if those who have been reclaimed from the destructive vice of gaming, would, in like manner, throw themselves upon the indulgence of the friends of virtue and humanity, they might reasonably expect that they would not be excluded from a share in their kindly regards; nay, that the voice of every such person would be lifted up to bid them God speed. If, however, he should be disappointed in this expectation, he hopes to enjoy what will most amply recompense him for the loss — *the approbation of his Maker, and of his own conscience.*

I will only add, that the task of the reviser has been a comparatively light one; the work having been fully written out before it was placed in his hands for examination; and thinking, as he did, that it would be much better to let the writer tell his own story in his own way, he has done but little more than correct such grammatical errors, and verbal inaccuracies, as occasionally occurred

in the course of the manuscript. If the reader should take up this volume with the expectation of being fascinated by a display of fine writing, his anticipations will not be realized; he will, nevertheless, it is believed, meet with an *intelligible* presentation of such revolting and astounding *facts*, in reference to one of the most abominable evils that ever cursed the civilized world, as will serve to inspire him with an inflexible determination, not only to abstain from it himself, but to put forth his energies in every allowable way, to check its progress, and, if possible, to put an end to its very existence, in every part of our beloved and Heaven-favored country. To every parent, especially, who is solicitous to preserve his sons from the contaminating influence of the vices of the day, the author looks, with much confidence, for the most prompt and cordial encouragement.

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GAMBLING.

The sin of gambling, against which my present efforts are directed, is as great and widely spread as any, which, at this time, exists among us. Scarcely any class of our people are totally exempt from the effects of this deplorable evil. The children gamble, young men and women gamble, the middle-aged father and mother, who are rearing families, gamble, and, to complete the picture of degradation, we may often behold the hoary-headed sire as ardent a votary of this vice as any on the black catalogue of evil doers. And though we live in an age of moral reform, yet how little is being done either by legislative enactments, voluntary associations, or otherwise, to check this mighty evil, which is at once the parent of innumerable other vices of the most disgraceful character! The press, which is, or ought to be, the guardian of our public morals, very rarely alludes to this most abominable practice: the ministers of religion have become so accustomed to regarding it as a thing generally practised or tolerated, that they seem to have lost much of that just abhorrence with which it should always be viewed, and but seldom speak of it in their sermons; and the consequence is, that it is left to do its work of destruction almost without an effort to reform the old, or restrain the young. Indeed, in many parts of our country, the people are almost as much addicted to this vice as some of the

ancient Germans, as described by the Roman historian; * and yet our moralists allow it to exist and spread in comparative quiet, instead of standing up and deprecating, and battling against its pernicious effects with all their ability, as it is their bounden duty to do.

Gambling is a sin of the deepest dye — one that strikes at the root of every good and virtuous feeling known to our nature. When a young man has imbibed a passion for it, all sense of honor and probity soon becomes eradicated, and every noble quality which elevates man above the brute creation, is prostrated, and generally forever. His whole soul becomes absorbed in the darling vice; and the love of parents, of country, and of his fellow-men, and all the pleasure which he may have formerly taken in literary and scientific pursuits, are completely lost sight of, and soon become annihilated. There is no redeeming quality which the gambler can set up against the crime he is committing. He is fully aware that it is impossible to make his infamous vocation a certain source of gain, unless he will continually practise the vilest artifices and deception, which render the heart callous to every feeling of morality and religion. Let us reflect for a moment on the condition of the man who is constantly making use of such dishonorable means, not only for the purpose of ruining such as chance may throw in his way, but even the bosom friends of his youth; some of whom are almost sure to fall into the snares of the professed gambler. All the finer sensibil-

* Some among the ancient semi-barbarous nations, after losing all their property by gambling, including their horses and armor, frequently staked their liberty, and became the slaves of the winners, remaining in servitude for life, unless their masters emancipated them.

ities of our nature become prostituted, or are totally destroyed, in the bosom of the hardened gambler. Has he a wife and family? they are shamefully neglected; and often intemperance and debauchery so weaken or destroy the love of home, that it is almost, if not entirely, deserted. The least run of ill luck so sours his temper, as to render his domestic circle a scene of misery. Is he betrothed by the hallowed vow of fidelity to the woman of his choice? how soon every charm, every tender tie, every enchanting feeling of the heart is dissipated or deadened in the soul of the sordid and polluted gambler! The man who becomes firmly attached to this vice is seldom reclaimed. To acquire a fortune or a competency by industry, or by any of the honest pursuits of life, is a thing that he never dreams of; or, if he gives them a serious reflection, they appear to him so loathsome, vapid, and irksome, that it seems to him utterly impossible ever to get the consent of his mind to engage in them. And should an upright or piously disposed acquaintance hint to him the propriety of a reformation, he is apt to put him off by pleading the necessity of his having money by some means, and his inability to follow any other pursuit, from the want of those necessary qualifications, which he has heretofore neglected; and with this, or some other excuse, equally discreditable to his head and heart, does he continue his evil course.

A few years roll away, divided between penury and ill-gotten wealth, though the former is almost certain to become his ultimate fate. His health grows feeble; he is more and more incapacitated to follow his associates through their various routines of midnight revelry, and they desert him. His long habits of life render him

unfit to return to any honest mode of procuring a livelihood, and by degrees he sinks lower and lower towards destruction, until the grave opens to receive him, or suicide, or the offended laws of his country close his mortal career. This is no exaggerated picture, no flight of fancy; it is sad reality, and such as may be frequently witnessed in various parts of our country, admonishing every parent and guardian, in a voice that should never be disregarded, to counteract, by every means in their power, the first and slightest tendency which they may discover in their sons or wards to the vice of gambling; to lay before them the dreadful consequences of this heinous offence against God and man, with the utmost of their zeal; urging them by every motive of religion, morality, honor, and self-preservation, to stay their course. Other vices may be, and often are, abandoned by their votaries, upon cool reflection, and a conviction of their ruinous consequences; but it is seldom, indeed, that the professed gambler is restrained in his infamous career, either by the still small voice of conscience, or the admonitions of those who take an interest in his welfare.

There are many causes in our country, which tend to perpetuate a passion for gaming, and the one that I shall principally notice, bears directly on the rising generation; for if we can succeed in restraining the young, the aged votaries will soon have run their race, and, passing away from the stage of action, will leave us free from this evil. I would not induce a belief, however, that aged offenders are regarded as not worth our efforts to save them — they are all equally precious. But while there is little to hope for in their cases, we may do much, and that almost without a visible effort, to prevent the young from falling into this vice. Let the vast number of parents, who now

have their parlors supplied with various implements of gambling, such as cards, chess-men and boards, back-gammon and draught or checker-boards, (these being all very fashionable,) banish them immediately from their families; and instead of schooling their children and permitting them to perfect themselves in these games, teach them that they lead to evil in various ways, and have not one good tendency to recommend them to favor. It is a waste of precious time; it begets a passion for an evil practice, with which are associated all those abominable vices, profanity, falsehood, cheating, drunkenness, debauchery, quarrels, and murder. These are all naturally connected with gaming. Some may think there is no harm in play as carried on in the family circle. But I would ask, what security have we that a man, naturally frail, would not, if furnished with false keys, and who carried them with him — what security have we that he would not rob, should a strong temptation and a good opportunity present themselves? I answer, we have none. Neither have we any that a young man who becomes initiated into the science of gaming, under the tuition and approbation of his parents, would not engage in a game for a wager, if he was strongly impelled by a probability of winning a handsome sum of money. Instead of furnishing a house with such implements of evil, why not supply their place with some useful scientific apparatus, that the same time and labor that are spent over the chess-board and card-table, may be spent in acquiring useful knowledge, that may be of service throughout life, and will soon become far more interesting than the shuffling and dealing of cards? If parents would but reflect a little on how much many of them are doing to rear their children to practices that

are likely to result in great injury to them when they shall have grown up, I am of the opinion that they would no longer give their countenance to those dangerous amusements which they now encourage, but would strive to the utmost of their power to put them down. They seem to have forgotten the important truth, that "train up a child in the way in which he should go, and when he is old he will not depart from it." The youth who becomes instructed in games at home, and imbibes a liking for them, will seldom rest contented with outplaying his associates in the family circle, but will seek opportunities to bring his skill in contact with others whom he may suppose to be more expert than himself. And having applied himself with diligence to get a deeper knowledge of the game, he will give to his acquaintances, or receive from them, friendly challenges to a trial of their skill; and the industry displayed in preparing for such contests, often indicates minds capable of being of great benefit to the world, if directed in a proper channel. The simple games of dominoes and checkers are usually the first games learned among youth; then the games of all-fours and eucre, which are so fascinating that they are apt to take great pleasure in acquiring a knowledge of them. As soon as they have mastered these, the great and scientific game of whist must be introduced. This is well calculated to employ the principal portion, not only of their leisure time, but also their thoughts when engaged in other occupations. It is a game that requires great caution, study, and practice, to be understood well. And there is nothing the young votary will pride himself on so much, as understanding the various points of this game. And when he becomes so deeply interested in it as to allow it to take

his attention from his regular business or useful studies, we may then justly regard him as fairly on the road to ruin. We next hear of him as a scientific whist player, and learn that he is playing often in trials of skill with other gentlemen whist players, when considerable wagers depend upon the issue. Thus far he may have gone, and still have done nothing that society would condemn in him; for it is very common to wager quite largely on the issue of a game of whist among the fashionables, and openly too, and yet not be considered as having forfeited any portion of that good esteem in which the person may be held by that society. But as one evil step naturally leads to another, the man who has progressed thus far does not stop there: the attractive games of boston, brag, and poker next engage his attention, and he applies himself with still greater diligence, if possible, to master them. He is now continually in the company of genteel sportsmen, or, more correctly speaking, gamblers. And the moment a man whose standing in society is respectable, attaches himself to a company of gamblers, or becomes their habitual associate, though they may be the most respectable of the whole gambling fraternity, he is in fact identified with men who are far below the lowest of his honorable associates out of this class; and if, by reason of the very gradual steps in his downward course, he does not feel the sacrifice he is then making, yet if he should ever reform his life, he will find, when he wishes to withdraw from that class, and reinstate himself, that those who viewed him as honorable, and were proud of his company, before he fell, will then look down upon him with scorn and contempt, as the wicked and polluted gambler, whose very presence may impart evil.

When a man has once fully embraced the profession of a gambler, he seldom stops until he has reached the height of excellence in his art; and his whole attention is taken up in maturing plans of deception, by which he will possess great chances of making his profession a continued source of gain. And at almost all times when he is not engaged over the card-table, he may be found in some secluded corner, practising and perfecting himself in cheats, which he intends using the first time he is engaged in actual play. And yet, if this man should be accused of any such deceptious arts, he would be as ready to assault the accuser, or challenge him to mortal combat, as a man who really possessed honor to be injured. It matters not how well a man may be versed in the common games at cards; he will be continually reaching further, and will often visit the faro-bank, where he may bet freely. This is, perhaps, the most destructive stride in his infamous career. And after often visiting and betting on faro, he must needs acquaint himself with it, and for that purpose he must have a set of tools, which will cost him from two hundred to a thousand dollars; and constant practice at this game will soon familiarize him with all its details; and he next opens a faro-bank himself. His former career of polite robbery did not ruin his fellow-men and fill his pocket sufficiently fast; he must now commence the business in a broad, wholesale way. This is at once the most ruinous and destructive game played in this country; and the man who commences dealing faro with a good knowledge of the game, has it completely in his power to ruin any man that will continue to bet against it. This is considered the very acme of the profession, and gamblers generally dissipate and carouse in proportion to the money they

win, and money they will have; it is their idol, their God — all they seem to care for in this life; paying no regard to the future, they look only at the present. A gambler, after reaching his highest state of excellence, is generally apt to retrograde rapidly. From faro he will visit the race-course and cock-fightings, where he will get with men who are reckless and vicious as men can be, and still be at large in the community. His habits, up to this time, have qualified him to associate and bet with these men, and, step by step, he becomes one of them. His games will now be roulette, rolling-faro, chucker-luck, and twenty-one, with poker. These are the lowest order of games, and are played principally by the class last spoken of. Thus he falls from one degree of degradation to another, until he gets to the despicable game of thimbles; then, if ill luck or want of opportunity to play where he can make any money, should interfere with his expectations, he hesitates not to pick the first pocket he can get his hand in, or break open the first trunk that falls in his way; failing of which, he only wants the first opportunity, and he will hardly scruple to enter, feloniously, some store or dwelling-house to satisfy his love of money and of booty. In short, I know of no crime, even of the blackest hue, that the gambler will not stoop to commit, when to obtain money is his object; and what better can we expect of men, whose whole lives are spent in defrauding and cheating their fellow-men, by artifices so base, so vile, that every honest mind shudders to contemplate them?

I will now proceed to give an account of such games as are most generally practised, noticing the various deceptious tricks that are resorted to by gamblers in using these games; also, relating such incidents as will serve

to illustrate their villanous nature and destructive influence, hoping by this means to produce in the minds of my readers that deep abhorrence of the practice of gaming, that should be felt by every honest and honorable mind. And, inasmuch as what I shall relate are facts that have come within my own personal observation and knowledge, I must believe that they cannot fail to make a deep and salutary impression upon every individual, young or old, that may honor this book with an attentive perusal.

AN AFFECTING ACCOUNT OF A YOUNG MAN BROUGHT TO RUIN AND AN UNTIMELY DEATH BY GAMBLING.

The narrative which I now propose to give, will, I trust, be of much service to many of my readers. If we ourselves are sufficiently apprized of the deception practised by mankind, perhaps we have some friends who are comparatively in the dark in relation to such matters; and if so, it is certainly our duty to inform them, that they may not be subjected to the danger of having to learn by sad experience. In this narrative I shall relate nothing that is not founded on facts that have come to my own knowledge.

Some time in the year 1829, there removed to the south-western part of Virginia, a gentleman of fortune, a Mr. C———. His family consisted of a wife and an only son of the age of about fifteen years. At that age, his parents sent him to Philadelphia to receive his education. At the expiration of five years he returned, and found his parents very much elated at the improvement

he had made. There lived a near neighbor to him, a Mr. T———, a man of wealth. He had retired to live on the riches he had accumulated; and his most intimate friends apparently, could not tell whence they came. He very frequently, in his younger days, had made trips to the south with slaves for that market, and always returned with large profits, and it mattered not who went with him, they always came back bankrupts. Mr. T. finally settled himself, and came to the conclusion that the interest of what he had, would be sufficient to support him handsomely for the rest of his days. He was a man of high life, was very liberal to the poor, and denied himself of no company or amusement, however expensive, that would minister to his enjoyment. He was particularly fond of horse-racing and cock-fighting, and always kept himself supplied with the finest horses and most choice fowls for these purposes. But still he had managed it so that none who knew him in private life, had any knowledge of the business in which he was engaged. He was generally from home when the races were going on, or a cock-match was to be fought; but still he so managed matters as to prevent any censure being laid on him. His horses would almost invariably win, but he always said that he did not make any thing more than expenses.

Mr. C. was a different man from Mr. T.; he was a man of fine moral principles; his chief amusement was hunting with his pack of hounds and gun; but this was a kind of sport that did not suit Mr. T. He never paid any attention to any thing from which he could derive no other profit than mere amusement. Mr. T. always made it a part of his business to find out the state of every man's affairs in his neighborhood, and those in the

best circumstances were always sure to receive the greatest share of his attention. During the acquaintance that he had formed with Mr. C., he had learned that his son would fall heir to the whole of his father's estate. From that time his whole mind was occupied in contriving some means by which he might get possession of Mr. C.'s fortune. To this end, his first step was to become acquainted with young Mr. C. on his return to his father's house from school. It so happened, that shortly after his return, he went out with his dogs on a fox-hunt. Mr. T. had his horse caught, and started to accompany him; they were out some considerable time, but with no success, and when they were about to return, the following conversation took place between them: — said Mr. T., "This is dry sport." "Yes," said the young man, "but it is a kind of amusement I am very fond of." "O yes," replied Mr. T., "I was once as much pleased with it as you appear to be, but I found other amusements that are much more desirable; I raise fine horses, and it affords me great pleasure to see them run." "But," said Mr. C., "I always considered such a kind of sport, cruel upon the dumb brute." "Not if they are really fine-blooded animals," said Mr. T., "for in that case they take as much delight in it as your dogs do in the chase." "Indeed!" answered the young man, "I always thought that they had to be forced to run." Mr. T. told him that in this he was very much deceived, and added, "You know that I have a stable of fine colts in course of training, and I wish you to come to-morrow morning and see them gallop."

Mr. C., having accepted the invitation, called on the following morning to witness the training of the colts. He started several, and they ran with great speed, and

Young Mr. C. and Mr. T. fox-hunting. — Page 22.

apparently with so much ease to themselves, that Mr. C. formed a better opinion of this kind of sport. Mr. T. saw that he was favorably impressed with what had passed, and in a few evenings after, gave him an invitation to attend a party at his house. The evening came, and Mr. C. attended, and found a number of young persons amusing themselves with cards. They insisted on Mr. C. joining them, which he refused, urging as a plea for his refusal, that he was wholly unacquainted with games of that kind. This the company overruled, as they promised to instruct him. They drew for partners, and Mr. C. drew for his a Miss Amelia, the niece of Mr. T., a very beautiful girl, and a first-rate whist player. The evening passed away, and Mr. C. was very much delighted with the game. At the close of the evening's amusements, Mr. T. proposed to Mr. C. that he would accompany him to the city on the following day, observing that himself and Miss Amelia were going, and that there would be a vacant seat; to this invitation the young gentleman promptly assented. They accordingly set out for the city next morning, Miss Amelia appearing much elated with her anticipated visit to the city, but particularly with the prospect of being present at the races. "Ah, indeed!" said Mr. C., "I never knew that the ladies visited the races." "O yes," said Mr. T., "all the tips of society attend our clubs; that is, Mr. C., privately; no swindling, all merely for pastime and sport, sir — there is a great deal of difference, I assure you, sir." "I suppose so," said Mr. C., "but I know nothing about any kind of racing, except that of boys in their sports at school." "Well," said Mr. T., "I will explain the difference; the match-races are made by two men, each starting a horse; each man puts up so much,

and the fastest horse wins the money, and so you see sometimes they do cheat in this kind of racing. But, sir, whenever each man starts a horse, (sometimes seven or eight start,) the one that gets out first takes the money, and then you see that none of us gentlemen of the club can lose much." Mr. C. replied that he had always had a very contemptible feeling for all kinds of sporting. "O yes," said Mr. T., "and so did I with certain classes of sportsmen; but we club-men always see to it that none of this loose class of men get in with us."

When they arrived at the city, they put up at one of the principal hotels. After tea, Mr. C. was invited to wait on Miss Amelia to the theatre. This being a place nearly as bad in Mr. C.'s eyes as the race-course, he said to Mr. T. that he had always thought, from what he had heard, that the theatre was a place of dissipation. "O no," said Mr. T.; "not those that *we* attend;" as if there was a line of distinction to be drawn between theatres. "You will see," added Mr. T., "all the first people of the city there, and you will see nothing but the most innocent amusement."

Mr. C. finally concluded to go. He felt very much interested, and could not see what harm there could be in going to such a place. The next scene for him to visit was the race-course, though it cost him a struggle to overcome his objections to going; he thought, however, that if such young ladies as Miss Amelia could attend such places, there was no good reason that he should stay away; he therefore determined to go.

They had not been on the ground long, before the horses were called up by the drum, and Mr. C. was very much delighted with the gay dress of the riders, and the

Ladies betting on a Horse-race.

bustle and animation of the scene generally; and upon seeing one of Mr. T.'s black boys in his jockey dress, he remarked to Miss Amelia, "I believe that is your uncle's boy, is it not?" "O yes," said she, "uncle has a beautiful gray colt to run for the sweep-stake to-day; you recollect seeing him run the other day at home, when they were training him?" He replied, "I do not understand the meaning of the term *sweep-stake*." "O, that is, when they make a race, they will, as many as wish, put up perhaps one hundred dollars each; and each man that has a horse, which he thinks can win, enters him, and they run, and the fastest horse takes the whole of the money: then," she added, "you are at liberty to bet on any one you please, being the lucky horse: do you ever bet?" "No, miss," said he, "I never bet a straw on any thing in my life, and to say the truth, I never knew how." "Then," she observed, "you must watch me, and I will instruct you." The time came for the horses to start, and Miss Amelia wished to make a bet, in which she was soon accommodated by some other lady. She made a number of bets on her uncle's colt. At length the horses were started, her uncle's horse keeping behind, and one of the other horses winning the first heat. There was great excitement, and a great many offering to bet four to one that Mr. T.'s horse would not win. Miss Amelia was taking all the bets she could, until the horn called them up to start. Mr. C. had now become excited, fearing that Miss Amelia would lose her money, her bets amounting, in all, to several hundred dollars. Still, however, she appeared desirous to bet more, and her uncle sat and laughed at her giddy notions; but said that he liked to see her have so much nerve or courage to bet. The horses started

A Card Party. — Mr. C—— participates in it.

the second time, and ran very handsomely, Mr. T.'s colt in the rear, until they had run about three quarters of a mile; when Mr. T. made a motion with his handkerchief, and immediately his horse made an effort, and passed them like a flash, and won the second heat. Mr. C. appeared to be very much elated with the result, and there was a great change in the countenances of the people present: after this Miss Amelia seemed perfectly easy. The horses started on the third heat, and Mr. T.'s colt continued in the rear for about the same distance as in the preceding heat, when Mr. T. raised his handkerchief as before, and then his colt, like a shot, passed them all, and won the third heat with ease, which brought the race to a conclusion.

Miss Amelia, having received her winnings, departed for the city, in company with Mr. C., who was evidently highly delighted with the amusements of the day; and upon their arrival at the hotel, this was the whole theme of their conversation. The next day there was another fine race; and Mr. T., having entered another horse, was again successful: Mr. C. seemed as much delighted with the sport as on the day before. On the third day Mr. T. did not enter for the purse, but every thing passed off very agreeably. That night Mr. C. was invited to a card party, to which he went with Miss Amelia. The opposite partners (Miss Amelia having selected Mr. C. as hers) proposed betting wine and sweetmeats: Miss Amelia took the bets, and she and Mr. C. beat the others quite easily; and when they retired, Mr. C. began to think that he might be classed among the good whist players, and considered it a very pleasant amusement. The following day they went to the races, and witnessed a very delightful day's sport,

closing the day by a visit to the theatre, where Mr. C. was highly entertained. On their return, Mr. T. asked the young gentleman how he had enjoyed himself at the races and the theatre. His reply was about as follows: "I am very much delighted, indeed, with both the races and the theatre; so much so, that I am determined to buy me some young horses, and join the club, and will visit the city with you every spring." "Good," said Mr. T.; "there is no sport to equal it; and then, you know, Mr. C., that you will always have a chance to win your expenses." Mr. T. bade him good evening, and departed. Mr. C. retired, congratulating himself on the speculations that he would realize upon maturing the plans he then formed. Throughout the night, the card-table, the theatre, and the horse-race, were uppermost in his dreams.

In the morning, while he was meditating upon the pleasures he had enjoyed at the races, and in other amusements, he recollected that his father had sent some five hundred dollars with him, to purchase a fine carriage in the city, and some other articles for the family and himself. He thought he would go out and make the purchases before the time appointed for the races to begin. He went and made the purchases, and when he was about to take his pocket-book out to pay for them, what was his surprise to find that it was gone! He knew not, for the moment, what to do or to say; he finally told the merchant to lay the articles aside for him, and that he would call in shortly and take them. He started out very much enraged at finding that he had been robbed; he met Mr. T. near the door of the hotel, and related his misfortune to him. "Poh!" said Mr. T., "that is a mere nothing, sir; it is only a trifling turn

of fortune; I have not the least doubt but my niece will make or lose two thousand this day." "Yes, sir," said C.; "but my poor old father and mother will think that I have been dissipating — not that I care a fig for the amount. I must go and advertise it, or I shall certainly never get it; what do you think of it?" "I can tell you, Mr. C., you should do no such thing; you see, sir, if a dishonest man should find it, he will not notice your advertisement, and if an honest man finds it, he will advertise it himself." "Well, sir," said the young man, "I shall have to go home without my carriage and other articles; and, besides, some of the neighbors sent money with me to make purchases for them, and if I return without them, they will say there is no dependence to be put in me; and then, sir, there will be so many different conjectures as to the kind of company I was in. They will inquire, Could you have lost it, or did some person steal it from you? and other questions of this kind." "Never mind," said Mr. T.; "I can put you in a way that no person about home shall know any thing about it. I will loan you the amount, and you can pay me when you are able, and not even Miss Amelia shall know it; and as you are going to raise some fine stock, you will be able to refund me the amount in a short time." Mr. C. was so much pleased with this offer, that he gratefully accepted the money, about nine hundred dollars, and went and paid for his carriage and other articles, and returned to Mr. T., very much gratified with the success he had met with.

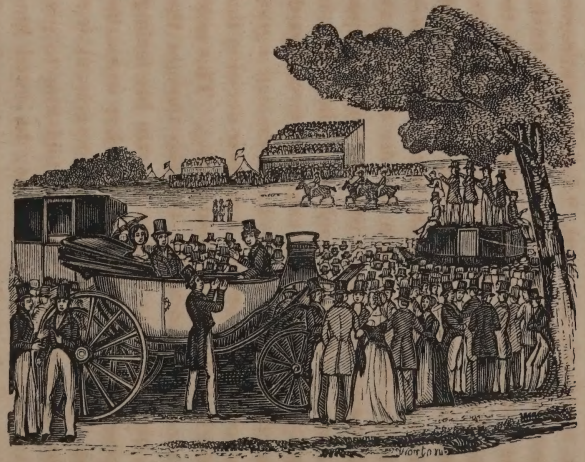
The time for the race had now arrived, and Mr. C. was so much pleased with the kindness and generosity which Mr. T. had just shown him, that he had completely won his confidence; and upon their reaching the ground,

he asked Mr. T. which was his favorite horse. "O, the black, of course," said he; "and, sir, you must know that we scarcely ever fail to win when it comes to test the bottom of the horses. The black is my entrance; and don't you see how much Miss Amelia thinks he will win? she is betting largely on the black." The horses being ready, at the tap of the drum away they go, the black winning the two first heats. The result of this race induced Mr. C. to conclude that if the race was repeated, he would venture to bet himself, and this he mentioned to Mr. T. "Well," said Mr. T., "on to-morrow there is to be a very interesting race, and my fine colt is to run again. The race will not be of the same kind we had to-day; it will be the best three in five; the horse that beats three heats first, takes the purse; this they call the *best three in five*. And now, Mr. C., if I were to bet high, on any kind of race, it would be on that; but (said he) I scarcely ever bet much; I sometimes go as far as two or three hundred dollars, to make it interesting."

In the evening they visited the theatre as usual, and Miss Amelia was constantly talking of the great success she had met with, and how she intended to bet on her uncle's gray colt the next day. Mr. C. found himself so much interested in the anticipated race, that he thought he would take some money with him, and venture to bet also. His inclination to do so was strengthened by Miss Amelia's insisting that he would; but, by the next morning, he had come to the determination not to bet, fearing that he would be unlucky, and believing that, in such an event, he would not be able to pay it without his parents' knowing that he had lost the money in that way. Mr. T., in conversation with him, remarked that

his colt could win the race at the first three heats, but that it was his intention to lose the first two heats, and to win the third, fourth, and fifth.

The time for commencing the race had nearly arrived, very few offering to bet; but those who did, offered to bet on Mr. T.'s gray. The drum was tapped, and the gray lost the first heat. Bets were now offered to large amounts that it would not win a single heat; these bets were all eagerly taken up by Miss Amelia. The horses started, and the gray lost the second heat. Then every body believed that the horse that won the first two heats would win the third also. Mr. C. saw Miss Amelia betting very largely that the gray would win one heat out of the five. They started again for the third heat, and when they had run about three quarters of a mile, Mr. T. waved his handkerchief, the gray shot forward like an arrow, and won the heat. Mr. C. was now vexed with himself that he had not bet on the race. Bets were still offered and taken that the gray would not win the next heat; Miss Amelia accepted a large number of such bets. The horses got off, and as before, the gray kept behind for about three fourths of the round; again Mr. T. raised his handkerchief, and scarce had the signal been given, when the gray horse passed the others, and won the fourth heat with great ease. The betting now seemed silenced in a great measure, — the young lady had been successful in every one that she had made. There appeared to be but one man on the track that wished to bet, and he said that he would stake one thousand dollars that the gray horse would not win the next heat. Miss Amelia replied that she would bet with him; this he politely declined, saying that he never bet with ladies, but that he would bet with the gentleman sitting



Carriage Scene. — Page 31.

in the carriage by her, meaning Mr. T., who observed, "I do not bet, sir; but if I did, I would bet you any amount that my colt would win; but, sir, I do not bet on my own horses." Upon which the banterer inquired, "Is that young man afraid, too?" "No, sir," said Mr. C., "I would bet you one thousand dollars as soon as one dollar, had I the money with me." "I will loan it to you," said Mr. T.; and Mr. C. seeming to hesitate about accepting the loan, the man, as if about to turn away, rather sneeringly observed, "I find, gentlemen, that you have not got much nerve." Mr. C. finally borrowed the thousand dollars, and staked it upon the gray; the one that took the first and second heats being the only horse that was to contest the heat with him. The drum tapped as usual, and the other horse was in the lead, as before, for about three fourths of the way, when Mr. T. again gave his customary signal, upon which his horse speedily overtook the other, and in passing, passed on the inside, and came out several yards ahead. The gray's passing on the inside created a great excitement; and the judges gave it as their decision that the gray horse lost the race by foul riding. This news was like an electric shock to Mr. C., who thought that he had certainly won. He tried to restrain his feelings as much as possible before Miss Amelia; but when they arrived in the city, he took Mr. T. aside to consult with him as to what he should do. Mr. T. told him to give himself no uneasiness about the money he owed him, and to let no person know there was any transaction of the kind between them, and that he would wait his (Mr. C.'s) pleasure for the sums he had loaned him, amounting in all to near two thousand dollars. This appeared to satisfy Mr. C., as he knew that in the course of a few

months he would be in possession of an estate of perhaps ten thousand dollars. This property his father and mother then held, and had been left him by his grandfather, who had died when he was quite an infant, and had made him his sole heir after he was twenty-one years old; but his father was to have the interest arising from it until he came to that age. He was now within only two months of that period.

Upon Mr. T.'s return home, he paid Mr. C. a visit; and while talking of their trip to the city, Mr. T. remarked, that he would like to visit the South the coming winter, (it now being October,) and observed to the old gentleman, that if he and his son would go in company, he would be very much gratified, and as an additional inducement, suggested that they could each take ten or a dozen slaves with them. This Mr. C. protested against, declaring that he never would engage in that kind of traffic. "For my own part," said he, "I have no wish to go; but would be glad to have my son make such a visit, but not to take any slaves with him." Mr. T. returned home, and was much pleased with the prospect of having the young man to accompany him to the South. He daily used his influence with young Mr. C. to overcome his objections to taking some slaves with him. For some time, however, he persisted in refusing to do it, contending that it was wicked and cruel to barter in human flesh. But it was not long before Mr. T. succeeded in overruling his feelings of repugnance, by appealing to the constitution of the United States; and certainly, said he, if it was not right, it would receive no kind of sanction from that quarter. He also urged that he had made a great deal of money by the traffic, and that the opening, at that time, was far more

flattering than it ever had been before. Unhappily for Mr. C., these considerations had much influence with him; he began to think the business was not of so odious a character as his father supposed it to be. He accordingly told Mr. T. that he would reflect upon his proposal, and give him a final answer as soon as possible. In addition to the arguments used by Mr. T., it occurred to him that it would be an easy way to make the money he then owed Mr. T., he having assured him that he would be able to make not less than two hundred dollars on each one. On the following evening, he waited on Mr. T., and told him that he had come to the conclusion to join him in the purchase of some twenty or thirty head, and try his luck in that way. Mr. T. told him that there was a large sale to take place on the 20th of December, and that he thought they had better make their purchases on a credit of six months. C. said that he would as soon pay the cash, as he would have some twenty thousand dollars about the 15th of that month. "No," said Mr. T., "it would be much better for you to keep that money; for you may meet with an opportunity to speculate with it to great advantage: you know," he continued, "that I have plenty of money; still, sir, we can do far better to purchase them at six months' credit, and then we have the use of our money; it is hard to tell in what situation we may catch some of those traders." Mr. C. replied that he had still another serious objection to offer, and that was, that he was unwilling that his parents should know that he had ever engaged in any such thing, as they were both very much opposed to it. "O," said Mr. T., "I can easily arrange all that; I can make the purchase, and all the slaves can be in my name, and you can let on as if you were merely going

with me for company." This Mr. C. consented to, and returning home, he told his parents, that, with their approbation, he believed he would go to the South on a visit, as Mr. T. was going, and he would be of great service to him in giving him information in regard to the various objects of interest that they might meet with. The old people felt a great anxiety for their son, and were reluctant that he should be separated from them even during the short space of such a visit. They nevertheless acceded to his wishes, and the old gentleman took this occasion to give him some affectionate and wholesome advice in regard to his filial duties, and concluded by telling him that he had now arrived at the age of manhood, and that all the property his father possessed had been left to him by the will of his grandfather, together with twenty-one or twenty-two thousand dollars in cash; a certificate of deposit for which he would now put into his hands, and he might then become his own guardian. He then told him that the farm he lived on was likewise his, and that all his parents had to depend on in their old age for their support, was the kindness of their son.

This appeared to have great influence upon the mind of the young man, and for the moment, he thought that he would abandon the idea of going to the South with Mr. T.; that he had plenty to live on without engaging in any kind of speculation, and that he would act a more consistent and dutiful part by staying at home and taking care of his parents in their old days. Soon after this he visited Mr. T., and told him that his father had been giving him a long talk in regard to his anticipated journey, among other things, and that he had nearly given up the notion of going: "And father tells me," he

added, "that there is a great deal of deception among mankind." "O yes," said Mr. T., "and you know what your father used to say to you in relation to horse-racing and the theatre, and yet you found them places of innocent amusement; and furthermore, Mr. C., if young people take their parents' advice in all such matters, they will be children as long as they live; and, besides, I will be with you, and you know that I will see that no person harms you. And then, in addition to the pleasure the trip will afford, you will, I have no doubt, make several thousand dollars, which will buy you a number of fine race-horses; and my word for it, you will find that your parents themselves will soon be convinced that your course has been a wise one; but don't let me persuade you to any thing that may be against your feelings in the least." Mr. C. finally concluded to take Mr. T.'s advice, and engaged to take an equal interest with him in purchasing the lot of slaves about to be sold.

The day having arrived when the sale was to take place, the negroes were sold, and Mr. T. bid off some fifty odd, which amounted to more than forty thousand dollars. Owing to the largeness of the sum, the owner required mortgages on real estate to secure him in the payment of it. Mr. T. accordingly executed a mortgage on his own plantation for the whole amount, and proposed to Mr. C. to give him a mortgage on his plantation for his half of the amount. "And," said he, "no person will know but that the purchase was made by me, and for my exclusive benefit, and you will be entirely private in the transaction." This the young man agreed to, thinking that by this means how nicely he would deceive his father, and, at the same time, how greatly he would be benefited by it.

Mr. T. had the mortgage drawn up, and bound the whole of Mr. C.'s possession, for twenty-odd thousand dollars: this included the two thousand dollars he had lost in the fall at the races. On reading the mortgage, young Mr. C. said that he did not wish the farm upon which his parents resided, amounting to some three hundred acres, to be included in the mortgage, as he intended that it should belong to them the balance of their days. But Mr. T. told him that it should all be so understood between them, and that what he then required was only a matter of form. "But," said Mr. C., "it is my way always to have every thing straight, and then there can be no hard feelings afterwards."

The mortgage was very binding, calling for twenty-odd thousand dollars, (loaned money, and the cost of some twenty negroes,) all payable within the space of six months, otherwise the whole amount of property, without any reservation, was to fall into the hands of the holder of the mortgage. When the young man looked at the last items, he remarked that they appeared very binding. To this the attorney replied, as Mr. T. had previously done, that it was a mere form, in which Mr. T. joined him. In short, as it appeared to Mr. C., they both talked with so much candor and fairness, that he concluded that surely every thing was just right, and he waived all objection, and proceeded to confirm the mortgage by putting his name to it.

Upon his return home, he kept the whole transaction a profound secret from the old people. Every thing being arranged, and the time having arrived for his departure on his southern trip, he took an affectionate farewell of his parents, and, as he supposed, but for a short time. The negroes all having been shipped, he,

in company with Mr. T. and Miss Amelia, embarked on a steamer for New Orleans. Mr. C. was highly delighted at meeting with so many fine ladies and gentlemen, some of whom, he soon found, were very expert at his favorite game of whist, and having been instructed by Miss Amelia in the games of poker, brag, and boston, he promised himself that he would figure to much advantage among his newly-acquired acquaintance. In the course of the voyage, Mr. T. frequently played, and would sometimes bet; but this, he said, was only for amusement. Miss Amelia and other ladies and gentlemen would also frequently play for money, but professedly for amusement only. Mr. C. often had invitations to join them, but Mr. T. would not let him, telling him that he could not play well enough to play for money. Mr. C., however, was almost constantly engaged in some game, and began to think himself sufficiently skilled in several to venture to bet. He noticed that Mr. T. came off winner almost every day, and he considered himself as good a player as he was; indeed, Miss Amelia told him that he was a better player than her uncle.

On their passage down the Ohio, the boat landed at a small place near the mouth of the Kanhawa River for a passenger. This passenger was quite a starchy, gentlemanly-looking man, wearing a large diamond pin, diamond ring, and his apparel in all other respects corresponding. As soon as Mr. T. met him, he gave him a hearty shake of the hand, and said, "Doctor, I am very happy to see you; which way are you travelling?" "I have just started for the south," said the Doctor, "to spend the winter." Mr. T. expressed himself as being very happy that they had chanced to get on the same boat. This all happened in the hearing of Mr. C., but

they did not seem as if they noticed him. At length Mr. T. turned his head, and gave him an introduction to the gentleman by the name of Doctor S., observing that he was just starting on a visit to the south also, and that he and his father were intimate acquaintances and friends of his. On the Doctor's turning away to look after his servant and baggage, Mr. C. asked Mr. T. if he understood him to say that the Doctor visited the south to practise his profession. "O no," said Mr. T., "he is a gentleman of great wealth, being worth some five hundred thousand dollars, and all in cash, sir, and is one of those gentlemen who do not stand on their money the least; the very jewelry he has on is probably worth not less than two thousand dollars; and why need he care? for his income is perhaps as much as that in a single month, and he tells me that he is determined to live out the interest of his capital; and, sir, he thinks nothing of sitting down at a card party and losing five hundred dollars at once, and besides, he never allows any person to be at any expense when he is about." "I suppose he is a very good player," said Mr. C. "O, he is about such a player as you or I; he plays brag, poker, twenty-one, and whist, very much as we do; the game, however, that he is most partial to, is the game of faro." "That," said the young man, "is a strange game to me." "Yes," said Mr. T., "it is only played by rich men, and, therefore, it is not common. The man that plays this game, has to go to great expense; he has to purchase, sir, a fine silver box, worth, perhaps, one hundred dollars; and then he has to supply himself with a number of ivory pieces, turned round like a dollar; some of them colored red, with various figures on them, and some of them white, without any coloring, except, perhaps, around the

Price of a Faro Apparatus.

edge: and these checks, as they are called, will cost, probably, two hundred dollars. And then the case that holds them is usually worth some fifty dollars; and there are very few, sir, who will pay such a sum merely for amusement; and when you come to understand it, I think you will like it so much better than any other game, I should not wonder if you should purchase a set of faro implements for your own amusement." "Indeed," said Mr. C., "from your account I have a great curiosity to learn to play this game." Mr. T. replied that the Doctor would no doubt take pleasure in giving him a knowledge of it.

The day passed away, and there was no game introduced except poker and brag. The Doctor was invited to play several times, but always objected. Mr. T. inquired of him why he did not play. "O, to tell you the truth," said the Doctor, "I am in the habit of playing so high at those games — I bet so high on such small hands, that those young players would never win a pot or anty." "Well," said T., "sit down and play, and we will run the risk of your running us off." The Doctor complied with the invitation, and had not been seated long before Mr. T. bet twenty dollars; the Doctor observed it was hard, but he was bound to bet him about four hundred better. "Well," said T., "take it." C. was standing and looking on, and thought that if it had been himself in place of T., he would have taken the other up. T. then showed three aces. "O," said the Doctor, "that was very good." And upon the Doctor's showing his hand, it appeared that he had only one pair of kings, and this satisfied C., that he himself was a better player than T., for if he had had his hand he would have called the Doctor. They continued to play

for some time, the Doctor winning of his opponent quite frequently; and when he had won some two or three hundred dollars, T. asked C. to play his hand a few minutes, when, in a very short time, C. made a bet, and the Doctor staked three hundred better. C. called and beat him. The Doctor asked him to let him see his hand, when C. laid down three aces. "Good!" exclaimed the Doctor, and C., pocketing the money, seemed very much elated at the success he had met with. The game soon closed, and T. was loud in his praises of the young man's success, and said that he would soon make a first-rate player.

That night T. asked the Doctor to play faro for them; this he agreed to do after supper, and for this purpose took them into his state-room, where, for the first time in his life, the young man witnessed that fascinating mode of gaming. He was very much delighted with the game, the box, the instrument itself, the beautiful checks, &c. T. took some of the dollar checks and bet, and occasionally some of the five dollar checks, and played all the evening; and when the Doctor closed the game, T. was two or three hundred dollars winner. "Well," said the Doctor, "friend T., you have been too much for me this evening," and paying him the amount of his winnings, he added, "Never mind, I will make you pay for this shortly." When they left the state-room, C. was talking to T., and congratulating him upon his good fortune. "O yes," he replied, "but we may play to-morrow, and perhaps he will win the whole of it back," charging C., at the same time, not to say any thing about their playing in the state-room, lest some should think that they were gamblers. "Never fear," said C., "that I am going to speak of any thing that

would make people think unfavorably of us." And at his request, Mr. T. proceeded to give him a description of a gambler, that he might be on his guard against such persons. "They will sometimes," said he, "when they are in groups by themselves, try to assume the character of gentlemanly sportsmen. These men cheat in every possible way, when they play at cards, and if they cannot by this means get your money from you, they will not hesitate, if an opportunity occurs, to pick your pockets; and if your money is in such a situation that it is not convenient to get hold of it, (that is, if you have it tied round you,) the greater part of them will not stick to knock you down and take it from you; so you see that you ought never to form any acquaintance without an introduction by some particular friend." "Well," said C., "indeed I had no idea that there was such a bad race of beings upon earth; it is true, father told me that I should always be on my guard against that class of men, but he never told me in what way I might be able to designate them; pray tell me, Mr. T., what causes these men to be so bad — is it necessity?" "O no," said he; "many of them have been well raised, had pious parents; some of them, perhaps, married against their parents' will; others would be set up by their parents in business, and by some bad management would fail, and to elude the grasp of their creditors, would leave their native place, and attach themselves to this desperate class of sportsmen, or gamblers. But the most of them, perhaps, are misled through vanity. You may see some twenty of these young men in company together, all of them fine-looking, and of sprightly minds, and good sense; and if you inquire more particularly, you will find their history to be some-

thing like this: — They had all the opportunities, in their young days, of becoming ornaments to society; but in many respects had acted badly, and disobeyed their parents, and being prepossessing in their appearance, and connected with families of respectability, wealth, and influence, they were generally admired, but particularly by females of a questionable character; and being self-willed and self-confident, they would pay little or no attention to the remonstrances of their friends against this kind of company, but would take their own way, until they would become so addicted to bad habits and bad associations, that their parents, as well as other people, would so far lose confidence in them, that they would not dare to trust them; while they would probably have other brothers not half as well calculated to do well as themselves, but owing to the correctness of their deportment, would enjoy the confidence of their parents, and could get any amount of credit they might wish for. They go on from one degree of depravity to another, until their parents (no matter how strong their affections for them may be) feel themselves bound to discard them, or let them remain and ruin the rest of the family, and render them penniless in their old age. Under these trying circumstances, what can they do but to tell him that they are bound to let him shift for himself? He now, perhaps, seeks consolation by telling the story of his misfortunes to his mistress, who, he confidently believes, will sympathize with him, and only be the more devoted to him in consequence of it. He soon learns, however, that he has a rival in her affections; and the next thing is, that she (with hollow professions of pity for his condition) discards him also. His situation he now feels to be a very desolate one. His education, if he has one,

will be of no service to him, for no person has sufficient reliance in his steadiness and integrity to be willing to give him employment, and having no trade, he feels himself driven, almost as a matter of necessity, to throw himself into that class of persons called *gamblers*, and soon becomes as desperately bad as the worst of them."

C. replied, that such persons were greatly to be pitied. "O," said Mr. T., with an air of perfect indifference, "we have no need to trouble ourselves about other men's evil doings. But tell me," he continued, "is not that game of faro a very pretty one?" "Yes," said C., "I am so delighted with it, that I have thought that I would venture to bet some myself the next time it is played."

On the following day the Doctor "opened" for them, and T. "changed" (that is, took checks) to the amount of a hundred dollars, and commenced playing. C. also desired to do so, but T. told him that he would rather he would not, and upon C.'s insisting, T. finally gave him some twenty dollars' worth, and requested him to bet for him. This pleased the young man very much; he loved the excitement of betting, and having played for some time, he found himself some fifty dollars winner. T., in the mean time, getting out of checks, borrowed some of C., whose bank appeared to be much better than his own; so that, at the end of the game, C. had won not less than two hundred dollars for Mr. T. Having succeeded so admirably, the young man flattered himself that he was perfectly conversant with the game, and determined that when the Doctor opened again, he would play upon his own responsibility.

The Doctor opened for them the third time, and C. changed to the amount of fifty to try his luck. T. endeavored to persuade him not, but he refused to take his

advice; he played on, and won, and at the close of the game he came off some seventy-five dollars winner. The Doctor gave him the money for the checks; but C. insisted upon his playing on, that he would give him a chance of winning his money back. The Doctor excused himself by telling him that he was tired. In this game T. was a loser to a small amount. After the game was over, "Well," said T., "you would bet, would you?" "Certainly," replied C., "and you see that I was right." "There is nothing like nerve," said the other, "and I see you have plenty of it; but mind, you cannot say that I ever persuaded you to play." "O, certainly not," said C. He then went and locked himself up in his room, and studied the principles of the game of faro, and finally concluded that he was quite able to beat the man who dealt the game.

The next time the Doctor opened, C. changed his money for checks, and commenced betting in a new way, which he felt sure could not fail to prove successful. His plan was this: to bet one check, and if he lost that, he would bet two, and if he lost them, bet four, and so on, continually doubling his bet; so that, on this plan, whenever he would win, he would get back all that he had lost, and one dollar over. This plan he adopted, but kept it a secret from T., for fear he might fail, and that then T. would laugh at him. He and the Doctor played some two or three hours, and C. found himself winner some twenty-five dollars. The Doctor opened every day, and at the end of each sitting, C. had the satisfaction to find that he had come off winner, though the amounts were small.

By this time they had nearly reached New Orleans, and thus far the young man was very much pleased with

his trip. When they arrived at the city, Mr. T. observed to him, that as the slaves had not yet arrived, and as their baggage was aboard of the boat, which was going to remain in port some ten days, he thought that it would be as well for them to stay on the boat as long as she was in port. To this proposal C. readily assented; the Doctor, however, left the boat with his servant, and took lodgings in the city. C. was very much pleased with New Orleans; he was delighted particularly with the theatres, balls, and other amusements, which he attended in company with Miss Amelia; and the more so, as he had for some time been deprived of her company, in consequence of her having been quite ill.

Not having seen the Doctor for some time, he finally asked T. what had become of him. T. replied that he had been occupied by a great deal of company, but that he was aboard of the boat that morning to see them, and had left cards for them to call and see him at B——'s arcade. "Suppose we go and see him," said T. "Certainly," was the reply. They accordingly made their call on the Doctor, who professed to be much gratified at seeing them. "For," said he, "I have been so engaged in business that I have not been able to indulge myself in a single game of faro since I left you." "Well," said T., "we have no objection to gratify you for a short time." The Doctor produced his apparatus as usual, and the game went forward. Sometimes C. would be one or two hundred dollars loser, but would continue to double his bets until he would get even again. T. observed, "I think, young man, you bet rather high." "O no," said C., "I do not think so." They played all that afternoon, and C., as usual, was winner to a small amount. That evening they returned and renewed their

betting; but they had not been engaged long before T. said that he had some business down stairs, but told C. to play on, and he would soon be back. C. bet on, and lost, and continued to double his bets until his bet amounted to five hundred dollars; he lost that also, and then bet one thousand dollars. Here the Doctor requested him to put up the amount. "Certainly," said he, and pulled out his roll of money, and paid the Doctor the amount of his losings, and put up the thousand dollars besides; and having lost that likewise, he put up two thousand, and losing this, he put up four thousand, and lost that; and telling the Doctor to hold on, he pulled out eight thousand dollars, and at that moment the negro servant said that Mr. T. was coming, when C. caught up the money, and crammed it in his pocket, begging the Doctor, for God's sake, he would not tell Mr. T. that they had been playing any higher than usual. T. came in, and they were both very calm. "Well, boys," said he, "how do you make it?" "O, about even," replied C. T. observed, "I wish to see you on some private business; so come with me." They walked out of the room on the gallery of the arcade, when T. said, "I have a proposition to make to you. There is a friend of mine in Texas that wishes to purchase our negroes on four months' credit, and if I can purchase yours of you, I will take the responsibility on myself, and I will pay you the cash for your half, and will also give you five thousand dollars profit, and then you will have the use of your money the length of time that will intervene before you will have to lift your bond; and you may purchase sugar here and ship it home, and make perhaps five thousand dollars more." This C. thought was a good offer, and accordingly accepted it. T. then

counted out to him some twenty-five or twenty-six thousand dollars, observing, that as soon as the negroes arrived, he would go with his friend to Texas, and that he should remain and amuse himself in the city until his return. He then left C., telling him that he had some business to attend to, and advised him to go and see the Doctor, and that he would call for him as he came back.

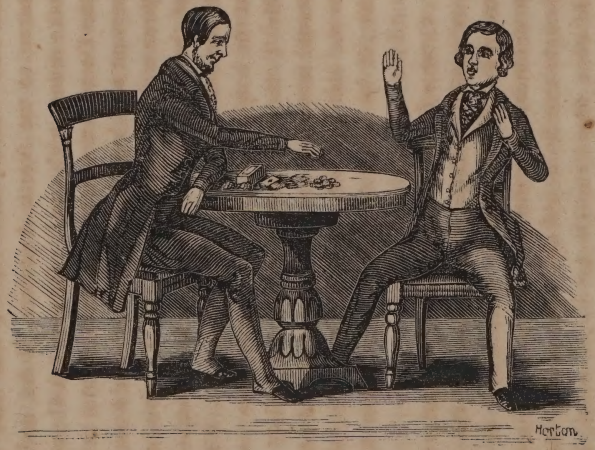
The young man called in at the Doctor's room, who was sitting as unconcerned, apparently, as if nothing had happened. C. insisted on his "opening" again. He did so, and C., being now amply supplied with cash, bet large sums on the game, and in a short time found himself loser to the amount of several thousand dollars more, and was very much excited, when T. was heard coming in, who said, "Excuse me, Mr. C., but I wish you to go down to the vessel — she has arrived with the negroes."

Poor C. now began to feel the smart of the gaming-table, and particularly the faro. He now felt how greatly he had erred in not obeying the advice of his parents. He was now no less than twenty thousand dollars loser in the course of a few hours. He had carefully abstained from letting T. know any thing of his losings. He had only one remaining hope, and that was, that he would get the Doctor to play for him, and that perhaps by this means he would win his money back.

The next day he called on the Doctor, and played, and was about seven thousand dollars loser, when T. called, and told him that he was then about going to Texas to deliver the negroes. C. said he would remain in the city until he returned. T. advised him to remove his baggage to the hotel, (it having been at the boat until this time;) this, he said, it would be best for him to

do, as he would have more company at the hotel. He informed Mr. C. that Miss Amelia was going with him, as the trip would probably be of great advantage to her health. "But," said T., "I will have your baggage taken to the North American Hotel, and will call and take dinner with you." He then left C., who returned to the Doctor's room, but did not find him at home, and the servant told him that his master would not be back until three o'clock in the afternoon. C. promenaded the hall of the arcade until two, when he thought he would go to the hotel and bid Mr. T. farewell. When he arrived at the hotel, he found his baggage there, and a card from Mr. T. bidding him farewell, and saying that the boat would leave in a very few minutes, and he might expect to see him again in about three weeks, and requesting that, if he could help it, he would not leave for home until his return from Texas.

C. now felt quite desperate; near thirty thousand dollars out of pocket, and no person in the city, with the exception of the Doctor, with whom he had any acquaintance. He did not eat much dinner, and finally thought that he would again go and try his luck at faro. He went, found the Doctor in his room, and they commenced playing. C. lost, as usual, and thus he continued to lose, until he had not a solitary dollar left. He then offered to bet his watch; this went at a breath. "Well," said he to the Doctor, "I am a ruined man, unless you give me a chance to win my money back." "Certainly," replied the Doctor, and then pulled out ten thousand dollars, and told him to bet that. C. played on, but it was not long before the money returned to the pocket of the Doctor. "Well," said he to the young



Card-players.—Page 48.

man, "call on me to-morrow morning, and I will give you a chance."

As may well be supposed, C. returned to the hotel in a most desperate state of mind. His reflections ran back to his worthy old parents, and the situation that he had placed them in, and bitter was the thought, that there was now no way left him by which he could secure them even a comfortable home; and under the influence of these reflections, most sincerely did he wish that he had never left home. The only glimmering hope that remained was, that T. would permit them to live on their old farm the remainder of their days. He called on the Doctor again, but was told that he had left the city. This news nearly distracted his brain. He would visit the room every day as regularly as the day would come, and sit about the door as if he thought that certainly he would soon return. Several days had elapsed, and C. had perhaps not eaten five meals during that time. He then thought that if Mr. T. would return, he would probably assist him. Some ten days had elapsed, and poor C. was walking, as usual, through the arcade, when he received a note by a servant, stating that a lady wished him to call round on Canal Street and see her, as soon as convenient. This he did immediately, and as soon as he arrived, and to his great surprise, whom should he meet but Miss Amelia! For some time they both remained silent; at length Miss Amelia exclaimed: "O," said she, "forgive me, Mr. C., but he is a great villain." "Who?" said he. "Mr. T.," she replied. "Impossible!" said the young man; "he is the best friend I ever had, and had I taken his advice, I would this day have been a happy man." "Ah!" said she, "you are not as well acquainted with T. as I am." She then related

to him the treatment she had received of him, and then observed, "You will certainly forgive me; my troubles are great." He told her that she had no reason to fear any thing from him, as he was not of a disposition to injure any person on earth, and the only persons that he had ever injured in all his life, were his dear parents. She then went on to explain to him in what way T. had deceived him. She told him that T. had found out his situation, and had told her that he had had it in contemplation, as much as three years before he did, to win, or swindle him out of his money; and that she was no niece of Mr. T.'s; that he had become acquainted with her when she was performing on the stage in Philadelphia, and that he had got her to come and pass for his niece, and that she had already been the cause of the ruin of several young men; that after his return from school at Philadelphia, all her pretended uncle's talk was as to the way by which he might decoy him. She finally told him that T. had written down lessons for her to learn, so that every thing might come out right; and that she was the person that had stolen his money at the theatre, and gave it to T.; and that the horse-race on which he had lost a thousand dollars, was gotten up on purpose to entrap him; that T. had the man to come and proffer the bet. She likewise told him that the fifty odd slaves were owned by T. himself, and that the sale was false. And as to the Doctor, she informed him that he was one of T.'s "strikers;" that he always had from three to a dozen of such at his command; that the Doctor and T. had returned home, and that the individual who went by the familiar name of "the Doctor," was a notorious gambler, and had, in his time, been a convict in the penitentiary; and that there was no doubt but that

he would have got his money in some other way, if he had not gambled with him; that he always had some men on steamboats to steal for him.

This appeared to alarm C. more than any thing else; for he recollected that he had frequently seen the Doctor conversing with very coarsely-dressed men, and when he would come near, he would pretend that he was just asking them questions about the boat, the river, &c. These men Miss Amelia assured him were all followers of the Doctor, that always held themselves ready to perform the most desperate acts that he might require of them.

She then told him that her sickness was all affected; that she only did it, that he might go to the arcade and play faro, and that all the betting she had done on the race-course was for T. She then took out different notes that T. had given her, to confirm the statements she had made; that no person knew of the conversations that had taken place but T. He then saw at once through all the designs that had proved so fatal to him. He bade her good day, and returned to the hotel, and locked himself up in his room, and was soon absorbed in deep meditation upon his wretched condition. He knew not what to do; he was then in a strange country, without a friend or acquaintance except this Miss Amelia; he had no friend to sympathize with him. He thought he would return and see if she would not assist him. He returned to the house where she was, and the lady told him that she had stolen some articles of plate, and that she had found them with her, and that she had driven her from her house, and could give him no information concerning her further. C. then left, and returned to his reflections upon his dreary condition. His mind again ran back to the advice his good old

father had given him, and the little regard he had paid to it, having suffered himself to be led off by such a base character as he had discovered T. to be; and had he lost his money in any other way than by gambling, he would have regretted it infinitely less than he did. He then thought that he would sit down and write to his father and mother, and give them an account of all the particulars in relation to his misconduct, and ask of them to forgive him — one who had ever wished to do their will, but had been deceived by a base man, in the character of a sportsman; but would entreat them not to cast him off for his conduct, inasmuch as his misfortunes had been brought upon him by the intrigues of that vile and unprincipled man.

T., having now completed his designs, had made his way home, and on his arrival, old Mr. C. called to hear something about his son. T. told him that he had purchased, as he had understood, a large lot of groceries, and he had learnt that he had thought of taking a trip to Texas; and if he went, he had supposed that he (T.) would keep it a secret from them; but observed, that as his son had not told him his designs, he did not consider that he was under any obligations to keep his secret for him; and then added, "That is a pretty wild youth, that son of yours, Mr. C." "In what respect?" the old gentleman anxiously inquired. "O, nothing more," said he, "than that he is very much given to levity, and has a great propensity to gaming." "Is it possible?" said the father. "Yes," responded T.; "but, sir, don't let him know that I told you that such was the fact; I was very much surprised when I found out his disposition." "Well," said the old gentleman, "I never dreamed that my son had any knowledge of the first

principles of any game." "Why," said T., "he plays whist, poker, and no man appears to love the game of faro more than he does." "Well," said his father, "this appears like a troublesome dream to me; and have you ever seen him bet any money?" "Only once," answered T.; "I saw him bet a thousand dollars last fall, when we were at the races, and it made no more impression on him, than twenty-five dollars would have made on me." "Indeed!" said the old man; "are you not mistaken, Mr. T.? My son had only seven hundred dollars with him, which he had to purchase me a carriage (which cost over six hundred) and other necessaries, and he brought them all, as was expected." "O, yes," said T., "and I loaned him two thousand dollars besides; here are his notes:" he then produced the notes, which young Mr. C. had neglected to take up, on giving the mortgage on his estate, and this man still had them in his possession, and was determined on having them paid the second time. "Well," said the old man, "I would like to take up those notes, and keep them till my son comes home, when I will show them to him, and make him pay me back my money; and then I will have an opportunity to correct him for it without his having any plea or chance to deny it." "O, certainly," said T.; "no difference to me who takes up the notes, so that I get the money." Mr. C. then drew his check for the money, and gave it to T.; the check amounting to two thousand and fifty dollars, interest and all. Mr. C. then returned home with a sorrowful heart, and with news sufficiently sad to break the heart of his poor wife, who always felt the tenderest concern for her son, and could never believe such things of that child, whom she had never known to tell a falsehood in his life.

When C. entered the house, she fastened her eyes upon him, and thought she could see a change in his countenance. She asked him if he was ill in health. His reply was, that his health was as good as it was generally, but that he had found out something in relation to their son, which afflicted his feelings more than any thing had done during his whole life. He then sat down, and told her every thing he had heard, and showed her the notes that he had taken up. This news appeared to shock the old lady very much; but she bore it with great fortitude, and tried to console her husband by saying that perhaps it was not so bad as they had supposed.

Time passed on, and young Mr. C. could not be heard from. Finally Mr. T. called on them, and told them that he had just come from the post-office, and that he found a letter there, and as he felt a deep anxiety to hear from their son, had brought them the letter. He then felt in his pocket for the letter, as he had put it in his pocket-book; but his pocket-book was gone. He said he had lost it, and immediately started back in search of it, but did not succeed in finding it. Some two or three days passed, but no trace of the pocket-book or letter. Mr. T. finally advertised the pocket-book and contents; but could hear nothing of them. Mr. T. said it contained some two or three hundred dollars, besides a number of valuable papers. Some two or three months passed away without any news from young Mr. C., when old Mr. C. visited the post-office, and upon inquiry, the same letter that Mr. T. had taken out was handed him. He took the letter and hastened to open it; and upon doing so, found its contents as follows: —

"New Orleans, *March* 7, 1836.

"*My Beloved Parents:*

You will doubtless feel a momentary joy at the reception of this letter from the child of your bosom, on whom you have lavished all the favors of your declining years, and have loved with a parental ardor only to be felt, but never to be told by mortal tongue. O! should a feeling of joy for a moment spring up in your hearts when you shall have received this from me, cherish it not; it is the deceptive calm, which would allure the mariner to repose, while the hurricane, which follows in its path, shall come upon him in the plenitude of its fury, and hurl with irresistible might his frail bark to sudden destruction. O! my dear parents will forgive this language, which I doubt not will grate harshly upon a parent's ear; but it is forcibly wrung from the lips of your erring son, whose mind is almost frantic by reason of events unforeseen to me; which have had their fulfilment during my absence from home, and have rendered me the most miserable of mortals, and utterly ruined you. Early on my return to your mansion, was I singled out by the destroyer as his victim, who, Judas-like, kissed as he betrayed, and hurled to destruction when he pretended to save. Had your parental admonitions been heeded at all times, and had due deference been given to your mature wisdom and judgment; had I the moral strength and virtue of a Paul to bear up against the seductions of the whole world, I might have stood: but I am one of the weakest of the weak, and have fallen deep! deep!—never more to rise. O! the unutterably keen and bitter remorse, which preys with giant fury on my inmost soul, and fills

my brain with madness at the thought of the wrong I have done you.

Those gray hairs which I should have honored and protected, I shall bring with sorrow down to the grave. No kindly hand will you have, in that home of anguish, to smooth and brush away the clouds which will rest upon your aged brows. All will desert you, and leave you to the tender mercies of the vile destroyer of our earthly happiness. Here, in this city of iniquity, has my ruin been accomplished. I will not curse my destroyer, but O! may God avenge the wrongs and impositions practised upon the unwary, in a way that shall best please Him! He whom I took for my best friend, proved my enemy and destroyer. — This, my beloved parents, is the last you will receive from me. I humbly pray your forgiveness of the evils I shall have brought upon you. It is my dying prayer. Never more in this life shall I see or hear from you. Long before you shall have received this letter from me, the cold grave will have closed upon me forever. Life is to me insupportable. I cannot, nay, I will not, survive the shame of having ruined you. Forget and forgive me, is the dying prayer of your unfortunate son! "

As soon as the old man had read this letter, he showed it to his wife; and surely it were utterly vain to attempt to describe the feelings that must have agonized their aged bosoms. To think that their only child, who had always been one of the most affectionate and obedient of children, should have been hunted down like a fawn in the forest, and to think that this vile man should watch, pursue and take him as he would a lamb! They could scarcely realize that such was the case, — that it

could be their child, their only child, the expected solace and support of their declining years, whom they had taken every care to preserve from the contaminating influence of vicious habits and associations! It was only about nine months before the receipt of this distressing intelligence, that he had received honorable testimonials of his mental acquirements, and of his being one of the most exemplary young men belonging to the institution in which his education was completed. And from that time, his fiend-like destroyer had been haunting him, and finally proved his ruin. Mr. C. thought he would call and see what this monster had to say in relation to the destruction of his dear boy. On his arrival at the house of Mr. T., he was met and invited in. He inquired if Mr. T. was at home, and was told that he had gone south, with the intention of spending the sickly season at the warm springs of Arkansas, and that he would probably not return under six or seven months; but that he had left his attorney to attend to his business. Mr. C. inquired if the attorney was in; and being told that he was, he soon entered the sitting-room, and upon his introduction to the old gentleman, he exclaimed, "Ah, indeed, I am happy to see you; I was just thinking of paying you a visit, as I have some business to settle with you that has been placed in my hands by Mr. T., who said he felt a delicacy in calling on you; but, sir, as it is, it becomes my duty to attend to this matter." "Well, really," said the old gentleman with great surprise, "you talk like one who is insane." "Well," replied the attorney, "Mr. C., perhaps you will know something more about it when you examine this document." He then pulled out a deed, wherein young Mr. C. had sold all his possessions to this man, T., and

the conditions of the sale were such as brought T. in full possession of the entire estate. He discovered that the conveyance had been recorded some six months before, and found that the obligation was for slaves and borrowed money. This was something strange indeed. Mr. C. made no reply, but immediately mounted his horse and returned home. He sat down, and reflected on what he had seen and heard, and tried, if possible, to unravel the mystery of it. He saw plainly that this man, T., had most grossly defrauded his son, that the notes that he had taken up were the same money spoken of in the deed, but saw, also, that he had no resource.

In reflecting on the whole matter, he thought it would be useless to make any resistance, feeling that it was out of his power to get any advantage of this unprincipled man; and concluded that by living upon the income of what little they possessed, they might be able to sustain themselves the rest of their days. He accordingly made a sale, and disposed of his stock, and other movable property. While he was preparing to leave the mansion, which for several years he had hoped would be a shelter for him in his old age, he concluded to return to one of the Eastern States, and spend the balance of their days, if possible, on the scanty pittance that was left. A few days after this, the old gentleman went to the post-office with the hope of hearing something more in regard to his dear, unfortunate boy. He was much surprised at finding a letter directed to him and post-marked New Orleans. He opened it, and then it was that he learned, with unutterable anguish, that his son was no more; that he had committed suicide by blowing his brains out with a pistol. This letter was signed "Amelia." She gave a strict and correct disclosure of all the facts, as she had

a perfect knowledge of them. She stated that she had been to Texas some time, and that on her return, she had made inquiry for young Mr. C., and that they had told her that some months before he had blown out his brains in his chamber, and that no one had any knowledge where he was from, or who he was. She asked forgiveness of his parents for the part she had taken in the destruction of their son; for she acknowledged that she had been one of his destroyers. Upon the reception of this dreadful letter, the old parents hastened to take their leave of a place, the very sight of which filled and harrowed up their souls with the bitterest recollections. They removed to some small village not far from the city of New York, to spend their few remaining days, bowed down with decrepitude, indigence, and sorrow, yea, untold sorrow; while the despoiler, and the heartless murderer, of their beloved boy, was revelling and wallowing in his ill-gotten wealth, and plotting new schemes of infamous villany against his fellow-men. But Heaven is just, and such miscreants will, sooner or later, most assuredly meet their appropriate reward.

THE GAME OF POKER.

There is no mention of this game in Mr. Hoyle's treatise on games; and I am of the opinion that it was not used in his day. It seems to be a variation of the game of brag, being similar to it in many particulars; such as making pairs, passing and becoming eldest hand, betting several times on the strength of the same hand,

and calling to sight. It is usually played with twenty cards, that is, ace, king, queen, jack, and ten, of each suit, and the cards rank the same as at whist. It is played by two, three, or four persons, each having five cards; no trump is used.

It is not my purpose to enter into such a detail as will teach those who know nothing of the game, any thing about playing it. I would that all were ignorant of it; but those who already know something of the game will better understand my explanation, and those who do not know any thing of it, I hope will learn its evils sufficiently to deter them from ever trying to become conversant with it.

This is a game that is immensely destructive — perhaps more so than any other short game at cards now in use; and often is it that thousands of dollars do, in a few minutes, change owners. There are no limits to the bets; and frequently a game, which takes from two to five minutes to play it, begins as low as a quarter of a dollar, and runs up to thousands in one or two minutes, and the person holding the best hand wins. But this is not always the case; for the man who has the most money will frequently bet so high on a poor hand, as to run his adversary off and win; that is, the adversary, fearing that his hand is really the better hand, will, in preference to risking more, throw up his own hand, and forfeit what has already been bet. This is a run off, as well as in cases where he has not money enough to meet the proposed bet.

Then the facility of cheating in this game, in various ways, renders it, even to the veteran gambler, a precarious game; and the uninitiated need never expect to win any thing — none need ever place the least reliance

on luck, and his knowledge of the game, for neither, nor both together, can avail him any thing when at play with an habitual gambler, whose profession might be justly called robbery, though very often carried on under the color of friendly amusement; and who can cheat the unprofessional gamester with the greatest ease, even though he should be apprized of his intention to do so, and should watch him with the strictest vigilance. To many this may seem to be exaggeration, but it is nevertheless literally true. I have often seen professional gamblers at a table, playing with professional gamblers, and they expected to be cheated, or expected the attempt would be made, and watched with all the vigilance they were capable of; and notwithstanding their intimate knowledge of card-cheating, they were cheated, and beat out of their money. I have often witnessed such superior exhibitions of professional skill, successfully put in practice against one another, and have as often been reminded of the saying, that "when Greek meets Greek, then comes the tug of war." Let no man consent to sit down to a game with the soothing reflection that he may perhaps be lucky. No gambler depends on his luck, but on his skill in cheating, and poker is a game as well calculated for their rascally practices as any other game, and better than most games in general use.

The small number of cards (20) with which it is played, is an advantage to gamblers, and renders it very easy to keep the eye on particular cards, and to stock them, and deal off particular hands at their own pleasure; frequently giving out hands that are seldom got in the common course of fair play, and are seldom dealt out but by design. And a person unacquainted with the

tricks of the professional gamester, will, after receiving a few such uncommonly good hands, become highly elated, and think himself in the extreme of good luck; and after having won a few unimportant bets, he becomes imboldened to venture with more freedom. He is then just in that state in which the gambler has been trying to get him, that is, in the humor for betting; and from that moment he is destined to experience a sad change in his fancied good luck. And though he now continues to lose at almost every game, he rashly continues to hope and play, until he is completely drained of his last dollar.

This is one among the many methods used by men who depend chiefly on gambling for a living, to succeed in their diabolical designs upon those whom they can by any means entice to the card-table. The unfortunate victim, by holding such good hands, believes himself to be extremely lucky; he then becomes flushed with his winnings, and risks largely, and is soon stripped of all he has. This is not done by any change being made in his hand; for the unfortunate man will still have as good hands as he at first got, and sometimes better; for it is to the gambler's interest that he will readily venture to brag on. For instance, he will deal out three aces and a pair of kings: this is a splendid betting hand, and would win nine times out of ten in fair play, but is good for nothing but to lose large sums on in playing against those patent players, who, against such a hand as this, will give themselves four queens, or four jacks, by which they are sure to win the game, which the other felt so certain of gaining, and on which he bet so freely.

There was a time when this game was not so dangerous as it has come to be of late years. It was then common to see men of almost all classes amuse them-

selves at this game; and landlords would join their guests in a game for social amusement. Captains and other officers of packets and steamboats, generally, would engage freely in a game with their passengers for recreation. And little, if any thing, was wagered or lost at the game, and all got up pleased, and seldom had any cause of dissatisfaction.

The rage for gambling had not then cursed our land as it does at present; nor were its evils so generally felt and experienced by thousands as at present. The merchant or tourist, while travelling through the southern and western portions of our country, pursuing his business or pleasure, did not, as now, look upon every man who proposed a game as an inveterate gamester; but could sit down and take a game in comparative safety, if, indeed, it can be said that there is any safety at all in gaming, which I very much doubt; for the card-table has other evils attending it besides that of robbing your pocket. What I mean is, that he was not besieged and watched by a host of gamblers, who, like hungry tigers, stood ready to spring upon their prey the first opportunity. I do not mean to say that we were ever without gamblers; for I believe they have, like other evil spirits, stalked up and down the world in all ages, augmenting, immeasurably, the crimes and wretchedness which it has been the lot of this world to contain since the days of our first parents. But this passion has prevailed at some times to a far greater extent than at others; and in some parts of the country, it seems at times to be entirely dead. There are, it seems to me, many causes which have, for years, been tending to revive and spread this evil over our country, and among these, and not the least of these, is the general countenance that is given to

card-playing as a respectable amusement, at which it is common to make some kind of a bet, to heighten the interest of the game; and the encouragement thus afforded, for a man to make himself a proficient in intrigue for base purposes; and then the facility with which he can transport himself from one part of the country to another, and thus obtain access to men who will readily be enticed to amuse themselves at card-playing. And I think the excitement attending horse-racing has, perhaps, as great an influence in inclining a man to bet, as any thing with which he can become acquainted.

In addition to the causes above enumerated, we may mention the unexampled prosperity of our country a few years since, and the abundance of money, which enabled men to expend large sums in excursions of pleasure, during which card-playing was the principal amusement. Taking these, and various other causes not here alluded to, into consideration, I think there is no great reason to be surprised that gaming has attained such an ascendency in our country. Few need be told that within the last twelve years, it has raged in its wildest fury in large portions of this country; and small, indeed, I believe the portion to be, that was entirely free from its evils. And the duty and importance of guarding against it increase certainly in proportion to its spread and prevalence through the country; and at no former period, perhaps, did this evil exist to a greater extent than it does now. It is not the young only that need to be reformed and forewarned: I have often seen men far advanced in years, men whose furrowed cheeks and silvery locks told that they might be grandsires, busily engaged over the card-table, — men, some of whom were of high standing and men of business, who, in their daily inter-

course with their fellow-men, could not be impeached in any respect. I have seen such men in a room with gamblers, condescending to practise the various mean tricks resorted to by that class of persons with which they suffer themselves to associate. And still they would be cautious, in visiting and leaving such places, that no one should see and suspect them, for it would hurt their reputation, for which they often have much regard left; men, too, who, when away from home, will often do what they would not at home. I have often known men who would refrain from indulging themselves in a game while among their friends, or if they did, it would be nothing more than what is termed an innocent game of whist, in their own parlor, on which no wager was pending — I have seen such men, when away from home, venture to play until they had lost thousands of dollars, before they would quit.

I will here relate one of the many cases which have come within my knowledge. A few years since, I was a passenger on a boat ascending the Mississippi River, and became acquainted with a gentleman, who was a merchant from Philadelphia. He was a very intelligent man, and a shrewd business man. He was on business, south, *via* the Ohio and Mississippi Rivers. We got into a friendly conversation, and he related to me many of his adventures since leaving home, together with his adventures in gaming, while a passenger up and down the rivers just named, on different boats. He said, "I left Louisville on a boat for St. Louis, and had not been long aboard before card-playing was introduced at different tables in the cabin; and as far as I could see, all engaged in it appeared to be genteel persons; and at one table there was one wanting to make the requisite num-

ber A very genteel-looking young man very politely asked me if I would not like to take a hand, as they were only killing time, by amusing themselves in that way. And as there were none of my old acquaintances on board, and the sums which they bet were small, I thought there was no great risk in sitting down and taking a hand; so I consented to do so, and we played the most of the time on our way to St. Louis; and when we got there, I was by that sport minus one hundred and fifty dollars, by playing poker. This would not have been the case from the sums bet, had it not been for the extremely short duration of the games; by reason of which the stakes were so very often removed, and as often required to be again replaced. While in St. Louis, completing my business, I saw nothing of this young man during my stay. I finished my business there, and took passage on a boat for Memphis. The boat had not left the wharf more than fifteen minutes, before I espied, among the passengers, this same young man, with whom I had before played. He saw me nearly at the same moment; a very polite recognition passed on his part, and was returned by me. He approached, and a friendly conversation passed between us, and he left me. Now, as usual, it was not long before the card-table was spread out, and various of the passengers began to amuse themselves, and my new acquaintance was one of three at a table; and as they wanted one more, I consented to play, and we played until we arrived at Memphis, where I got on another boat for Vicksburg; and there I got up from the table six hundred and seventy-five dollars loser, in addition to what I had before lost. My business now called me to Yazoo city. I took a boat for that place, and this same young man was also a passenger. We

again got into a game, and I lost three hundred dollars more. And on my return to Vicksburg, this lucky gentleman was a passenger on the same boat, and I lost with him two hundred dollars more. After concluding my business in Vicksburg, I left on the boat we are now on, on my return home, (we were then a few miles above Natchez,) and I have lost three hundred dollars more. From the time of my first loss I did not refuse his invitations to play; partly because he was so genteel, and partly because I had a hope of retrieving my losses; and I played, thinking that perhaps I should have a run of good luck, and might get even again; but I continued to lose the whole time we played, though I could but think it singular enough, that this young man should happen to be upon every boat which I took passage on. But he has, unfortunately for me, travelled the same route as myself, and independent of my desire to get even, the young man, by his conversation, his pleasant humor and gayety, could so insinuate himself into one's favor, that Satan himself could not get off from playing with him."

During this narration, the merchant pointed out to me the young man of whom he spoke, and I knew him to be one of those genteel young gamblers, so abundant on the Mississippi and its tributaries; and I knew precisely how he had contrived to fleece this gentleman. This patent young gentleman travelled the greater part of his time, up and down those rivers, in company and in partnership with others like himself, for the very purpose of falling in with moneyed men. He had got his eye on the merchant, and they meant to make the most out of him they could. When *he* tarried in a city, they also tarried, and some of the company watched him, and put up at the

same house with him, by which means they all knew when he was to leave that place, and they also left by the same boat, and he knew not but that their meeting so often was purely accidental. They also managed their business so nicely, that this merchant, whose mind was far above intrigue, lost over sixteen hundred dollars with them, without once suspecting them of being professional gamblers. In the west and south, where this class of men, in great numbers, travel much in steamboats, occasionally stopping a short time in the river towns, it is common for them to go in the disguise of business men; frequently pretending they are on a trip up or down, as the case may be, as agents for some mercantile house; or that they are merchants, with freight on board. These pretences are, of course, made to those whom they wish to gull, as it cloaks their real character, and is often of benefit to them; for a man will seldom hesitate as much about taking a game with one whom he believes to be an honest business man, as with one whom he suspects of being a common gambler.

The two following cases, out of thousands I have witnessed, will, I trust, serve to give an idea of the despatch with which a gambler will strip his victim at this short but dangerous game. I was on a steamboat ascending the Mississippi River: the evening was considerably advanced, and many of the passengers had retired, and of those who had not, there were two gentlemen quite advanced in years. They seemed to be fond of pleasure and amusement, but they were not gamblers, but only now and then took a game to kill time, in which they made small, unimportant bets. They were not in a mood for going to bed, and wished very much to get up a game for amusement. They had tried among the pas-

sengers that were up to make up a game, but could not get their number. Some one told them that a young man, who had just retired to his state-room, No. —, was always ready for a game, and that he would, no doubt, play. They immediately went to his room, and roused him up, declaring that they were sent for him, and he must play — that they would take no denial. And soon they came out, bringing the young man with them, intending to play only for amusement, and to bet just sufficient to heighten the interest of the game. They all sat down at play; but unfortunately for these gentlemen, this young man was an inveterate gambler, and only got up because there was a probability of paying himself for his trouble; which, much to their surprise and mortification, he did in less than half an hour, by winning several hundred dollars of them; and when they had no more, he went to bed, and left them penniless, to amuse themselves as best they could. They still sat for some time running the cards over, and one said to the other, "What do you think of the young man's playing?" His only reply was, "I think we waked up the wrong passenger." They had, indeed, caught a Tartar.

The second case of this kind, which I will relate, also occurred on board of a steamboat on the western waters. The loser was one of the lowest class of gamblers, and was a low-bred, mean, blustering bully, who mostly frequented race-courses, and other large gatherings, where he played principally at chucker-luck, and other out-door games, on which he seldom ventured more than a bit at a time. He was extremely self-conceited, and fancied he understood games as well as the best players. Card-playing was soon introduced in the cabin, and he sat down at play, and I noticed his taking many minor

advantages; and he was, perhaps, as expert at cheating as the most of his class of players, and was well calculated to win from the honest laborer and the less skilled at play; but he could by no means cope with the scientific players, so plenty where he then was. And from his penuriousness they took no notice of him, well knowing the class to which he belonged, and that he had very little if any money at all — they let him pass as not worthy of notice. For two days, the bets at the tables where he played never overran ten dollars; still he had managed so as to win one or two hundred dollars, and in consequence, he became flushed, and was very noisy and boasting. It was then, that one of those patent players remarked, that he was now worthy of some notice, and he would go and quiet him. He accordingly had a card-table spread, and himself and four of his associates sat down to a game of full deck poker, which is played with the full pack of fifty-two cards. They invited our blustering gentleman, whom I shall call Mr. Consequence, to take a hand with them, which he only waited an invitation to do; and the six were soon busily occupied; but they could not get Mr. Consequence to bet more than a bit "ante;" and some four or five hands were played, and it became the deal of the young gentleman who thought Mr. Consequence now worthy of notice; this one I will call Mr. Winall. And after the necessary preliminaries of shuffling, cutting, &c., he proceeded to deal. Mr. Consequence sat immediately on his left, and he proposed to him to go twenty-five cents blind, but this he resolutely refused to do; and he proceeded to deal, until he had dealt all at the table three cards each. By this time Mr. Consequence had slightly raised the edge of his cards, and he saw that his hand promised to be a

very good one. Mr. Winall again said he had better go a quarter blind, that is, if he had not seen his cards, which he protested he had not, though all knew better. He now consented to put up the quarter blind, and did so. The next was obliged to put up a half, the next one dollar, the next two dollars, the fifth four dollars, and Mr. Winall, the dealer, had to put up eight dollars, and the deal was finished. As Mr. Consequence sat first on the dealer's left, he had first to say whether he would go the blind or not; he, with an air of great consequence, answered, "Yes;" and much to the surprise of all, he added, "I will go a hundred besides." It took him fifteen dollars and seventy-five cents to go the blind, and his extra bet made his share of the stake one hundred and fifteen dollars and seventy-five cents, which was all counted and put up by him. The other players all bolted, except Mr. Winall, the dealer, who playfully remarked to him, "Mr. C., you are overbetting yourself, are you not?" He, with the utmost dignity, replied, "That is my business, if I am." Mr. Winall then pulled out his money, and put up one hundred dollars, to equal Mr. Consequence's bet, and said, "I go you four hundred dollars better," and counted and put up that amount. Mr. Consequence could not well afford to make any more bets, and had to content himself with calling him; he counted out four hundred dollars, and, putting it up with a very consequential air, said, "I call you." Mr. Winall asked what he had; he replied, "Four." "Of what size?" asked Mr. Winall. "I have four fours," said he. "Ah, well," answered Mr. Winall, "if that is all, they won't do." So saying, he threw down his hand, which contained four fives, and at the same instant he drew the money to him, and pocketed

it. Mr. Consequence was surprised beyond measure, and stared at Mr. Winall in great amazement. The result was so utterly contrary to what he had expected, and the amount was of so much importance to him, that the loss came upon him like an electric shock, and from that moment he seemed another man. He had been busy for three days, and with what he had brought on board, and what he had won, he had, when he sat down at play, over five hundred dollars, and had lost the whole of it on one hand at poker. This was, indeed, no trifling damper to his dignity, and he was most effectually silenced for the remainder of the passage.

Mr. Winall's success in this, as in other cases, depended on his superior knowledge of intrigue, and his adroitness in putting it in practice. Mr. Consequence frequently talked as though no man could cheat *him;* but he was greatly deceived by this very young man, who had been playing only a short time, but had acquired such adroitness as enabled him to cope with the best of players. His anxiety for Mr. C. to go a quarter blind, was to compel him to bet largely, if at all; for he could not be considered as having any interest in that game, until he had put up the fifteen dollars and seventy-five cents. And the way in which he gave Mr. Consequence a good betting hand, and himself a better one, was this: he had eight cards in his lap, that is, four fours and four fives; these cards, when it became his deal, he dexterously placed under the bottom of the pack, and so skilfully dealt them from there, that it could not be perceived; he getting the fives, and C. the fours, of course. He knew perfectly well what C. had, and was sure of beating him; the other players were supplied from the top of the pack, as usual.

Cheating in various Ways.

The methods of cheating at poker are so very numerous, that I do not think it requisite that I should give an account of the whole of them; but will give only a few examples in this place, which I hope will abundantly suffice.

Frequently, while playing four-handed, many very large betting hands are dealt out, and the players will bet freely on them; but in such cases, the dealer, or some one else at the table, who is a secret partner of his, will have a better hand, and win. — These hands are put out by stocking, in various ways, some few of which I will explain. One, when it comes to be his deal, will purposely disarrange the cards, so that he may have a pretence for turning the cards face up. He will then place four aces at the bottom, and four kings at the top. He will then turn the backs up, and shuffle them by drawing the top and bottom cards together from the pack, and throwing them in a heap on the table. He will go through the pack in this way twice; then, if the right-hand man is his secret partner, he will most probably not cut them; and if he should cut them, he will cut four, eight, twelve, or sixteen; they are then dealt, and will come out in fours. The man opposite the dealer will get a great betting hand, that is, four kings, while the dealer will get four aces, and win all that is bet on that game.

Sometimes they are stocked in the following manner: the tens, jacks, queens, and kings, are assorted, and all of a kind put together, and the four aces on the top. The dealer will then hold them in his left hand, slip them off

into his right hand, running them over and under, first on the top, and then under the bottom, until he has run off sixteen. He will then put the sixteen on the top of the remaining four in his left hand, and repeat this again; and the third time he will run off eighteen, and then place the odd two under the eighteen. His secret partner will then not cut at all, or cut four, eight, twelve, or sixteen: they are then dealt, and each player gets a splendid betting hand; that is, one has four jacks, another four queens, and one four kings; but the dealer has four aces, and will beat them all. These examples are in four-handed poker.

The following is in what is called *three-handed* poker. The dealer will have the cards assorted as in the last example, and will place four kings or queens on the top of the four aces, and these eight will be on the top of all the rest. He will then couple them top and bottom, as in the last example, until he has run off twelve. This he will do three times, and one will cut them. He will then slip the cut on top again, and deal them. One of the players will get four queens, another four kings, and the dealer four aces. Of course, there will be high betting when such hands are out, but the dealer wins, cheating in the manner just described. Or the dealer, if his right-hand man is his secret partner against the other, may, the third time he is coupling the cards, preparatory to dealing them, couple off eighteen, and then the one on his right will cut but two cards, which will bring them the same as before.

The same cheat is practised in playing two-handed, as follows: — the dealer will take any four of a kind, and place them on the top of the pack; having placed a smaller four immediately under the four on top, he

will then couple them top and bottom, as before, until he has run off eight: this he will do three times, and let them be cut, and the cut he will slip on the top, and proceed to deal them, giving his adversary the smaller four, while he gets the larger four, and is prepared to beat him.

From what has been already said, it must be very evident that no man is secure from the artifice of the gambler; so long as he will play at all, he may rest assured that he will, in the end, come out loser; for the methods of cheating are almost innumerable: a large octavo volume would not contain a full description of them all, and of course, in this work, I can only give a few of them, that may serve as a specimen. A majority of gamblers have arrived at such perfection in the art of dealing, that they will deal the second card from the top instead of the top card, and will go all through the pack in that manner; and you may look directly at them, and will not be able to detect the cheat. They will, at other times, have a hand which they have stolen out, and will smuggle it under the bottom; then, in the course of dealing, they will deal this hand just where they please, and defy you to discover their dealing from the bottom. A gambler will often deal himself six or seven cards, when he should have but five, and if he can make a good hand, by laying out the two poorest in his lap, he will do so; or if he cannot make a good hand, he will take the two best to help him in his next hand. This cheat is very often practised.

I will here relate a case which occurred on a steamboat not long since, as going to show how well men will play more than their number. A gambler got to playing with a man whom he mistook for a green Hoosier, that

knew nothing of playing scientifically. But he was sadly deceived. The gambler, from the beginning, played somewhat carelessly, supposing that it needed no science to beat the Hoosier, but the gambler lost, and commenced playing as scientifically as he could. He still lost, and finally lost nearly all he had, before he quit; and after quitting, they went to the bar to drink. The gambler said to the Hoosier, "You beat any man for luck I ever played with. I've lost my money with you, and it makes no difference: I will be honest with you; you did not know it, but I played six cards all the time, and your luck beat it." "Well," said the Hoosier, "since you have been so frank, I will also be frank; I have played seven cards all the way through, from the word go; besides stocking and palming occasionally, for the sake of variety." The gambler was greatly surprised, and swore that he would not have supposed that he much more than knew one card from another; but he was deceived in the man, and it would not have done for him to have shown any anger, as he first confessed having cheated the Hoosier, who was in reality a most expert gambler, who had purposely assumed that disguise.

Again, gamblers, for mutual advantage, generally travel in small companies, and in secret partnership. I have again adverted to this, in order to mention one of the ways in which they often turn their partnership to good account. They almost invariably feign to be total strangers to each other, the better to carry out their base designs; and when one or two of them are seated at a table at play with some whom they calculate to fleece, some one of the company, who will seem to be a total stranger to every body, will seat himself in sight of a

man's hand, who is at play, and is not one of the confederates; and if he shows, by word or act, that he would rather he would not, he will readily protest that his only motive is the gratification of an idle curiosity; that he scarcely knows one card from another. And very probably, after such protestations from one who appears a stranger, and, withal, an honest gentleman, he is suffered to continue to look into the player's hand. If he should be asked to play, he will say, "I cannot, as I have never learned; indeed, I scarcely know the cards." He will take this course in order that his looking into the hands of the players may not be objected to. And his motive in looking into the hands is to give his secret partners signs. This he will do in various ways. I have known men who would give signs, that were perfectly intelligible, by the different manner in which they would blow their cigar smoke. And in order to evade suspicion, I have also known signs to be conveyed through two and three different persons, who were secret partners of the players, and were sitting in different parts of the same room; and the signs would always reach the player in time to benefit him. This is often done when there is danger of being detected, if he should look at the man who is looking in the other's hand for his signs. Nor is it a matter of importance whether there is a room full or not; for they will practise these artifices before a room full as soon as if there was a very small number of persons present.

At other times, when a man has lost much, one of the company will go to him and form an acquaintance, if it does not already exist, and will say to him, "You are much the loser with A or B, and I am acquainted with him, and if you will in confidence accept the offer, I will

do you a favor, by which you will stand a chance of getting your money back again. Do you engage with him in play, and I will sit back of him, and give you correct signs from his hand, so that you can know how to govern your bets." Nothing appears more generous than this; and a man is apt to be eager to avail himself of any means that promise to restore him his lost money, and will feel highly elated that he has met with an unexpected friend, and will flatter himself with the idea of winning all the man has; feeling that, if his pretended friend should succeed in giving him correct signs one hand out of four, it will be sufficient to enable him to win much from him. This is all the basest deception. The man proposing this mode of playing is a secret partner of the winner, and their design is to swindle the man still further. Both are fully apprized of the plan; and when they succeed in getting the loser to play again, (they generally have cards which they know as well by the backs as by the faces,) if the winner should have a large hand, and the loser a larger one, he (the winner) will bunch his cards so closely that the one behind cannot see to give signs, and he then suffers himself to be run off. And if you should have one or two pairs, (which he will know by the backs,) and he should get the same, though a little larger, he will then permit the man to give signs, that he has only one or two pairs, as the case may be, and all that he can entice the loser to bet, he will win from him. The gambler, under these circumstances, will seldom "bluff," only when his hand is better; and, frequently, in order to set his victim to bluffing, he will, by stocking, palming, &c., deal him three aces and a pair of kings, while he himself gets four tens or jacks. If a man will bet largely and bluff, he will do it on such

a hand; and the gambler, by this artifice, will frequently ruin a man in a few games.

Gambling with cards is carried on in many large cities under various covers. There are many establishments which, in front, seem to be doing a lawful business; but the rear and upper stories are extensive gambling establishments. The principal cover, or that which is used more than any other, is the sign of "Coffee-house," or licensed groggery, the majority of which I look upon as being the greatest fountains of sin and wretchedness that curse our land. A great number of these doers of iniquity are well furnished with the various implements of gambling, together with a plentiful supply of that liquid poison, which civilization and refinement have every where introduced to steal away the mind and ruin the soul. This powerful auxiliary of vice is seldom dispensed with. In these vile haunts, "birds of a feather flock together;" here, shut up from every human eye, (except such as they can seduce into gaming,) they pursue their nefarious calling to the ignominy of thousands, who oftentimes have not the remotest idea of what has ruined them. The wife, the children, the unsuspecting and helpless ward, are all made to feel the misery flowing from this source, without knowing, or even suspecting, from whence it comes.

I have also known men, who were apparently engaged in commercial business, whose stores were, in the upper apartments, extensive gambling establishments. These men will invite persons to call at their store or place of business, saying that they have there a very nice room, very retired, and secure from all intrusion, where their friends can come and enjoy themselves in quiet, and plenty of choice wines with which to regale themselves

but of those who go to such places, none ever come out winners. In New Orleans I became acquainted with a merchant, who had in his store such a room. He had a great number to play with him, and all of them continually lost. Men who were professed gamblers here found their tricks and artifices set at nought, and themselves losing at every trial. They became dissatisfied, and suspected some extraordinary trick being used. They combined, for the purpose of ascertaining, and soon learned, from some person in his employment, the whole secret. His table was constructed with a hollow leg, and in that leg, where the knee would rest against it, was fixed a small peg, which would strike against his knee on a small wire's being pulled, which was attached to the peg, and passed out at the bottom of the leg, and under the floor to the side of the room, thence up stairs, directly over the table. And from the centre of a fine moulding in plaster hung a rich lamp; the moulding was hollow, and so constructed that a man, who was a secret partner, could be overhead, and see into the hands below, and give his partner signs from above, previously agreed upon, by pulling the wire. This advantage was sufficient to ruin any man who played with him, and enabled him to make money faster than he would be apt to do in the common course of mercantile business; which, in fact, he cared nothing about, only as a cover for his gambling. This man's establishment was broken up, and he fled.

In other establishments, I have seen what are called spring tables. These tables enable a man to play an undue number of cards quite secure from detection. There is in the table a crack or split, which seems to be from a defect in the wood. The whole bottom of the

table is boxed up, as if it had a drawer, and the inside is so fixed, that a card let down into this crack will stand upright. The player can at any time push it up by means of a peg, which projects a little from the bottom of the table, using his knee for the purpose. This enables the player to keep cards in reserve, as well as to deal himself more than his number, and hide the poorest.

There is another cheat, commonly called the *pulleys*, very similar to the first table described; but the table itself is without any machinery. A man takes his stand overhead, and has a string that passes down the wall and under the player's foot, under which is a peg, which strikes the bottom of his foot whenever the string is pulled. Among the many cases of this kind that I have known is the following, which I think worthy of insertion, as showing the industry one gambler will use in order to defeat another. — A small company of gamblers had prepared a room and table in this way, by which they were very successful in fleecing the old as well as the young player. They continued to practise their wicked artifice in this room for some time, until they enticed a couple to their room, whom they supposed to be "suckers;" an epithet applied to those who are unacquainted with the tricks of gambling, and are consequently easily fleeced. One of these was a remarkably spare-made man, and they called him Perch. They played and beat Perch out of his money. This he could not account for, as he was a smart gambler, except on the supposition that pulleys were used. He accordingly set his wits to work to contrive a plan by which he might be equal with them. And as the table was in a lower room, he was sanguine of success. On a favorable opportunity, he went to the house, and pressed off

an outside board opposite to the table, and saw the string; this at once determined him what to do. At night he placed his partner outside, with instructions to intercept all signs by holding the cord, while he went inside and engaged in play. And soon Perch got a very fine betting hand; and the winner, who was depending on the customary sign, not receiving it, supposed that Perch's hand was good for nothing, and he bet freely until the stakes were several hundred dollars. The man overhead seeing him about to lose their money, pulled with all his might, but the sign did not reach his partner below, who presently "called" Perch, and lost. By this means Perch was enabled to get some hundred or two dollars winner, and made good his retreat without his plan being discovered. By this discovery which Perch had made, the house was broken up, and the gambler was frequently tantalized by his acquaintance, who would say to him, that he had been fishing for suckers, but instead, had caught a Perch, that ran off with the bait.

I am now about to close what I have to say upon this game, (poker,) and I hope the reader will not entertain a doubt but that the greatest villany and rascality attend not only this, but every other game, when played for a wager; that none are safe: the oldest and most adroit gamblers are frequently without a dollar to their names. A man who becomes a gambler, becomes a wanderer through the world, without a settled home, without respectability or real friends; a sort of highwayman, whose hand is against every man who possesses money; a complete drone, who never dreams of living honestly, but by filching from the producer that which he procured by honest and persevering toil.

An Incident showing the ruinous effects of the Game of Poker.

The incident which I will now relate, will, I think, not only be found to be an interesting one, but one which, if properly considered, will go very far towards showing the evil consequences of gambling, not in the game of poker alone, but in all others. Some time in the year 1835, in the city of New Orleans, there happened at one of its haunts of gambling, several of that unfortunate class of men who are addicted to that vice; and having large amounts of money in their possession, there was a proposition that five of the most moneyed men among them should sit at play until their money was exhausted. The five began, and played on, under the influence of great excitement, for some thirty hours, when two of the party quit, either for the want of money or strength. The other three continued some fifteen hours longer, when one of them had to quit also. The other two played on about ten hours more, when one of them dropped to sleep, and this broke up the game. But next came the dreadful consequences of this rash and wicked undertaking. One of this party lived, when at home, somewhere eastward; another lived in Alexandria, on Red River; a third lived in Cincinnati; a fourth in, or near, Covington, Ky.; and the fifth near Lawrenceburg, Ia.; and this last is the only one that now survives of that unfortunate party. The eastern man was, from the time of this desperate act, afflicted, and died of disease of the lungs in '37 or '38. The one from Alexandria survived, I think, until the year '39 or '40. The one from Covington became, from that

time, the subject of sore affliction, and lingered along until the year '42, when he died, having suffered more than it is in the power of language to describe. Notwithstanding his great and almost incessant sufferings, he still clung to this ruinous vice; but when a long and severe pain would strike him, he would, in the most agonizing manner, call upon God to release him, but as soon as he would become easy, his passion for play would return with all its accustomed force; and thus did he live, and sin, and suffer, for more than seven years, two years of which time he never enjoyed a single day's peace; and many a time, during the last three years of his life, have I heard him say, that his mortal affliction was brought upon him by the reckless act above detailed. When he found, at last, that there was no alternative, but that die he must, he broke off from the gaming table, and his former associates, and sought refuge from his mental and bodily sufferings in the consolations of religion, and shortly after, to all appearances, he died a sincere convert to Christianity, and was buried in the Methodist grave-yard, near Covington. Thus ended the life of this unfortunate man, whom nature had qualified for a sphere of honor and usefulness. Had the powers of mind with which he was endowed been cultivated, and had he not been drawn into the society of gamblers, he might have been an ornament and a blessing to his country; for there were few men to be met with, whose physical and intellectual abilities, as far as nature is concerned, might be regarded as superior to his. The fourth one of these men died in Cincinnati, in the year 1842. This young man belonged to one of the most respectable families of that city; but, in an evil hour, was seduced by designing and unprincipled

men into the society and habits of professional gamblers, bidding adieu, at the same time, to those high moral and religious principles that had with great care been instilled into his mind by his intelligent and pious parents, and becoming an avowed skeptic. But then, notwithstanding his want of reverence to his Maker, there appeared to be some redeeming traits in his character, and particularly his filial attachment to his mother, who, to his credit be it spoken, was always uppermost in his thoughts and affections. I have frequently known this youth, when he would be fortunate, and have plenty of money, and others around him would be speaking of their success, and saying what they would give for this piece of property, or that, or lavish their winnings in idle amusements, — on such occasions he would say, "Well, boys, I would give one half of all I have to-day to see my mother; and *all* of it, if she did not know that I gamble; and every thing that I ever possessed on earth, if I had never learned this detestable vice," although he was one of the most skilful and adroit players I ever knew, and was beloved by all that profession to which he had unhappily become attached. But whenever this base class of men find out a youth of so noble and ingenuous a nature, they take extraordinary pains to lay the net for him, and ere he is aware, they have him so entangled in it, that when he would fain extricate himself, he finds the web made fast, and he has to remain, and he finds himself almost compelled to persevere in this vile business; and thus was this fine young man forever blasted. After this game in '35, his health failed him by degrees, and he continued to decline until '42. When he found there was no chance for him to recover, he returned to Cincinnati, to his long-neglected parents.

On his return to the city, I visited him; he conversed with me freely upon different subjects, and finally asked me what I thought of his disease? I told him, as far as I could judge, I did not think there was much chance for his recovery. I then asked him what *he* thought of it. He said he knew that he was not long for this world. I then asked him if he had employed a physician? he said not; and to his question, whether I thought there was a physician in the city that could do him any good, I replied in the affirmative. He then said that I might send him. I immediately went for a Dr. L., a Methodist minister. The doctor, on examining him, told him that he would not promise to cure him, but that perhaps he might be able to get him on his feet again. When the doctor was taking his leave, he told the young man's mother that her son, he was strongly inclined to think, was not long for this world, and he thought that she would do well to talk to him on the subject of religion. The mother immediately went to see him, with her Bible, and asked permission to read to him a chapter in that holy book, which he assented to. Shortly after his mother had ceased reading, he was thrown into a dreadful convulsion, from which his parents and family thought he would never recover. He survived it, however, and though he appeared very languid, he seemed entirely tranquil and composed. He told his mother that he felt that he was a converted man, and that the struggle she had just witnessed was caused by his mental anguish for the salvation of his soul. He likewise told her that he would not suffer any more; and such was the fact, for in a short time he gently fell asleep in the arms of death. Thus ended the life of a poor, unfortunate, but interesting young man, who had

for years been addicted to the dreadful sin of gambling, and who was one of four, out of five, who, as we have related, were brought to a premature grave by the fascinating game of poker. One other still survives, and is yet pursuing the odious practice of gaming; and most sincerely do I desire that, ere it is too late, he may take into serious consideration the many risks he is running of not being so fortunate as the last two mentioned in this narrative; (for as I have never learned the particulars of the death of the two first, I cannot give any information of their last days that would be definite or satisfactory,) but I can assure the reader, that while there is one who becomes addicted to this vile practice, that ever after becomes religious, there are hundreds that pass out of the world without the least evidence of any preparation for that solemn and important change. And surely this fact should operate as a timely and a salutary warning to all who are enslaved by this vice, to lose no time in breaking the fetters by which they are bound, that they may be restored to the ranks of usefulness and respectability here, and be prepared for entering, as they should, upon the realities of that "undiscovered country" to which we are all so rapidly tending.

MISCELLANEOUS EXAMPLES OF THE SHOCKING EFFECTS OF GAMBLING.

In the year 1832, a difficulty took place between two men of this class in Huntsville, Alabama. After a few words of altercation had passed between them, one at-

tempted to raise a chair at the other, when his antagonist drew a pistol, and shot him through, which closed his mortal career in the course of a few hours. The one that was murdered was a man of family, and more generally respected than most persons of this class; and had justice been allowed to prevail, there is no doubt but that the murderer would have been punished as he deserves to be. But I believe he was either acquitted, or at most only fined a few dollars. You might hear men speaking of this atrocious deed, and so far from condemning it, their opinions would all be in favor of the bloody-minded perpetrator. And then inquire what men they were who were talking in this manner, and you would soon find that they were of that base class of men to whom the murderer himself belonged; and these were the only men that dared to speak on the subject, under the penalty of being caned or cowhided, and if they should resent it, to be shot down like a dog. This was the situation of that place at that time. These desperate characters stood ready, and set the law at utter defiance. The perpetrator of this foul deed had always stood at the head of the list of villains of this grade. The murder of this poor man did not appear to disturb the feelings of this desperado in the slightest degree. He was number one in this class of men, and with his associates this act made no kind of difference, unless it was to make him an object of more importance in their eyes. He was taken by the arm by our representatives, and escorted by our senators of this class, from that day until within the last year, during which time he was known to shoot some two or three other men. Whether the shots proved fatal or not I cannot say; still our hero was not harmed, and it would have been a dreadful

affair to have said any thing against a man who achieved such wonderful deeds of valor, and a gentleman sportsman. But still it seemed inevitable that this villain, like thousands of others, should have a fall. One foul act followed another, until this gentleman sportsman kills one of his servants. Here the law took hold of him; he is tried by the laws of Louisiana, and is sent to the penitentiary for four years. This act I know nothing about except what I had from others; but many of the acts of his former life I witnessed myself. This man has twice committed murder, and other deeds too shameful to relate by any writer that has respect for the feelings of his readers, unless it would be to show the community how much the people are imposed upon by this base class of men. And if this is the true character of this individual, who is still comparatively young, — about thirty-eight years of age perhaps, — will he not be a hopeful subject indeed, to let loose upon society after having served out his four years in the state prison? Is there any reason to hope he will ever become a good citizen, or, indeed, that he will ever be any thing else than a scourge and a curse to society? I answer, No. Some may probably say that they place no dependence in these statements; if they do not, I would refer them to the citizens of Natchez, and Huntsville, Alabama, and they will find out much more perhaps than this sketch contains, as I did not aim at giving the reader a full history of this individual's life.

Horrible Death of a Gambler at Columbus, Mississippi.

The second example that I shall introduce to the notice of the reader is the following: — There lived near Huntsville, Alabama, a man of considerable note, both in the class of gamblers and in the respectable walk of society. Not merely as a sportsman was this man noted, but as being one of the shrewdest men to be met with on subjects generally. He possessed extraordinary powers, both physical and mental, and might have done honor to any situation in which he might have been placed. This gentleman had an only son, a youth of remarkable sprightliness and promise; and had he taken that interest in the improvement of his mind and the preservation of his morals that he should and might have done, I doubt whether he would have been surpassed by any for eminence and usefulness. But unfortunately for him, as it has been for many of similar promise, he had formed an attachment for the vice of gambling. I think it was as early as his fourteenth year that he imbibed a passion for gaming; and whenever a youth becomes a votary of this pursuit at that age, it is seldom indeed that he is ever reclaimed; not but that his reformation might be effected if his parents are opposed to it, and exert their influence, authority, and example, to save him; but, unhappily, this was not the case with this unfortunate youth. His father saw the brink on which he stood, but being in the same predicament himself, his advice could have had but little influence, while his example was constantly inculcating a different lesson. This youth appeared to entertain a great respect for his father and mother; they seemed to

be his idols, and this attachment was strongly reciprocated; for he was the idol of both of them. The father and son could never bear to be separate. Was the father so unfortunate as to get into a difficulty, the son was always at hand to sustain him, and if the son got into trouble of any kind, the father was always ready to defend, protect, and extricate him. They were both involved in difficulties of the most serious and desperate kind, and frequently they, as well as their opponents, would come off very badly hurt, besides often having to pay large sums of money for their rash and violent proceedings. This dreadful life they lived for several years, which gave great pain to the mother of this youth; who would often, with care and anxiety deeply marked upon her brow, await their return when they were absent on excursions of this nature for many months together; and none but a mother can tell how to sympathize with her during these seasons of agonizing suspense. True, she had every convenience about her house she could wish for; but all this, so far from affording her comfort, only served to enhance her wretchedness, while she reflected on the disgraceful and desperate calling to which her husband and son were addicted, and to all appearance irreclaimably addicted.

Time rolled on, and still they carried on their deeds of shame and darkness. Finally the time came when all their hopes were superseded by darkness and despair, — the son, the idol of his parents, was brought to a premature grave. He became attached to a young lady of respectable parents, but poor. His father was opposed to the union, which he saw was likely to take place; this, however, did not deter him, for they were shortly afterwards married. Though his father was much displeased

at his disobedience in this matter, such was his devoted attachment to his son, that he soon became reconciled to him; and he and his son still continued to pursue their disgraceful calling.

Some time in the spring of 1836, I think it was, this youth and his father were at the races, which, as well as I remember, were near Columbus, Mississippi, the young man having taken his wife and infant child to this scene of amusement. On that day there was a very interesting race to be run, and this young man and his father were on the fortunate side, as was usual for them to be. I will here remark, that this youth had become somewhat changed as to his former desperate character, occasioned, no doubt, chiefly by his having become a husband and a father; and, on this day, he had gone to the race-course, contrary to his usual custom, without his weapons. Some time previous, he had a difficulty with some physician, in which he came very near losing his life. They, however, made up, and on the day of the race, the physician waited on this youth, as I am informed, and conversed with him about the day's racing, and learned that he had not brought his weapons with him to the race-course. Finally, he told this young man that he was well aware that he had many enemies, and that he knew that if he and his father should get into difficulty, he would need his weapons, and then pulled out his, and told him to take them. This he did. In a short time the horses started, and during the first heat, the race was very exciting, and this youth and his father were for the fastest horse, and betting very high. When the horses ran the deciding heat, they found that, either by the deception of the trainer or the rider, they lost. This young man became highly excited, and commenced

chastising the trainer; he was requested to desist from it by the proprietor of the race-track, to which he paid but little attention. The proprietor, at length, made an attempt to force him to behave himself, by telling him that he must not make any disturbance on that ground, as there were many ladies present, witnessing the amusements of the day. With this the young man drew his pistol, and held it up to the head of the proprietor, and told him to draw and defend himself. The proprietor replied that he was not armed; but immediately at the back of the young man stood a friend of his, who drew a pistol and snapped it at the proprietor, which caused the young man to turn his head to see if it was one of his enemies; and as soon as he turned, the proprietor stabbed him with a small bowie-knife, cutting the lower part of the heart. The proprietor then started to catch the man that had snapped the pistol, and as he turned, the youth, although dying, ran some fifteen steps, and snapped his pistol at him, falling dead at the same instant, with scarce a groan. The father, at this time, was on another part of the track, and did not reach his son until he was dead. Notwithstanding the hardened and desperate character borne by the most of those around, they showed great sympathy for his wife, when she was called to witness the corpse of her unfortunate husband. And then, what must have been the feelings of that mother, who had always doted on this son, when she saw the hearse drive up to the door, with the body of him whom she held so dear! When the father came up to the scene of death, he was so overwhelmed with grief that he became quite frantic; but knowing that his own situation was a perilous one, he became somewhat composed, from the necessity he felt of attending to his own

personal safety. And when he came to examine the pistol, he found that it had no load in it, and this gave him satisfactory evidence that his son's blood had been sought for on that day by the individual who had insisted on his son's using his weapons, intending, no doubt, to have him assassinated on that day, either by the person who perpetrated the act; or by some other, as the pistol was evidently uncharged; such advantages being frequently taken of one another by men of this class. This incident was suffered to pass off unnoticed, as the man that killed him was, in the eyes of the law, justifiable. Instances of a similar kind are not of unfrequent occurrence; and how deeply is it to be regretted, that such a state of society should still exist, and be encouraged, too, by many who never knew that such shocking deeds are more liable to be committed at such places, and on such occasions, than on any others. But let me tell you, that when this class of men have become thoroughly initiated into the arts and villanies of their profession, they will desperately rush on from one enormity to another, until the catalogue of their crimes is made to end in murder itself; and a man of this class can have no higher recommendation, in the eyes of his associates in villany, than to have it said and recorded, that he was guilty of murder, and has been acquitted by the ingenious but rascally devices of his blood-stained companions in crime.

Murder and Suicide in New Orleans.

In the years 1831, 2, 3, 4, and 5, the family referred to in the following narrative resided in the parish of

West Feliciana, Louisiana. The family consisted of a widow lady and four children — two boys and two girls. These boys, from their good circumstances, and comparatively unprotected condition, were marked out for their prey by some of the gambling fraternity, almost from their infancy. Their father left ample means for educating them as gentlemen, and of supporting them in a genteel manner, with care, should they live to old age. They were not only born to affluence, but their natural endowments, both of person and of mind, were of the highest order. Many were the snares that were soon laid for them by that base class of men called gamblers; and, sad to tell, their efforts were but too successful, as the sequel will show. Those who first beset them, in order to compass their ruin, thought that the most ready method to accomplish their object, would be by means of those twin sisters, intemperance and debauchery. These young men soon became dissipated in their habits; and ere they suspected any danger, perhaps, they were almost inextricably entangled in the web which those unprincipled men had thrown around them. These two young men visited New Orleans every winter to sell their crops of cotton; and while there, they were always waited on by this vile class of men, without their ever dreaming that they were actuated by any other than friendly and honest motives. There was also a gentleman of the first class who was in the habit of waiting on these young men, and soliciting their company; but they soon became so much infatuated with those of the other class, that they would forsake all others, and cleave to them. All this time, these youths, as they may be termed, did not suspect this band of desperate men of any thing that would be considered unworthy of the

most generous, high-minded young men of the country, such as they considered themselves to be; for neither of them would stoop to any act that would be regarded as dishonorable by the most respectable portion of society. It was not long, however, before they were induced by these desperate villains to visit gambling-houses, and other places of infamous character, so that by various means they succeeded in swindling them for several years out of the whole of their income. It finally came to such a pass, that they would scarcely enter the city before they were assailed by this class of men, and not only these young men, but many others of their acquaintances, fell victims to the schemes that were constantly put in practice to seduce and ruin them. At length they became so prominent in those bad practices into which they had been decoyed, that they themselves became reckless of their characters, supposing that their wealth and respectable position in society would be sufficient to sustain and carry them through. At times, however, their hearts would relent, when they would think of the anguish of spirit which their downward course was inflicting upon their aged mother, and upon their affectionate, confiding sisters, who looked upon them as their only earthly protectors. They saw and deeply lamented the situation those two sons and brothers were placed in, and could daily hear of difficulties they were getting into, which gave them incessant and great anxiety for their personal safety, and even for their lives. Year after year rolled away in this manner, until in the year 1835, I think it was, these two young men visited the city of New Orleans, as usual. They had scarcely arrived in the city before their heartless tormentors met them, according to custom, and in a short time stripped them of their all.

For several days they were greatly excited by their loss. At length, some planters and merchants visited the city from the same parish in which they resided, and these young men, being acquainted and favorites with these respectable visitors, were invited by them to a wine party; and after dinner was over, they sat at their wine until evening, when all of them, being highly stimulated, started out to scour through the city. They finally came to Bank's Arcade, where they "cut up very high." During this time, those two young men became very disagreeable, and the elder, I think, of the two, filled the hat of one of the party with spirits and set it on fire, and then they all joined hands and danced around it. This is mentioned to show how far the party were carried away by the excess of the day. It was afterwards agreed by the company in general, that they should go from the Arcade to the Planter's Hotel, on Canal Street. They went, and there they called for more liquor, which they drank. They then called for supper. During the time that the supper was being prepared, these young men were very troublesome, and one of them struck one of his best friends, and tried to raise a difficulty with one of the innkeepers. They still kept up their riotous conduct until they were called to supper. They went in, and as soon as they had supped, returned to the bar-room. Here they called for more liquor, the younger brother calling for wine. The liquor was set out to them in decanters, as usual, and he ordered one of the bar-keepers to pour the wine into the glass, and damned him to do it without hesitation. The bar-keeper picked up the decanter and handed it to him; and with that the young man drew a bowie-knife, and told him to do it instantly. The bar-keeper, being frightened, obeyed him, and then

set the decanter to one side, and attempted to go out from behind the bar, and get rid of this youth; but, unfortunately for the bar-keeper, he had, in his fright, given him brandy instead of wine; and as soon as he tasted it, he threw glass and all in the face of the bar-keeper, and blinded him. He then jumped over the bar, caught him, and pulled him across the counter, and drawing his bowie-knife, he ran it in behind his right shoulder, and out just below the left breast, and killed him instantly. The servants and the other bar-keepers ran; he ran also, and tried to catch some of the rest of them. The guard came and attempted to take him; but his brother and he fought the guard off, and made their way to the City Hotel, and went to their room to sleep.

In the mean time the guard increased their number, broke in upon them, and made them both prisoners. They had retired, apparently not knowing what had been done, and the knife, all bloody, laid under the head of this unfortunate young man. On the following morning they were both brought up and tried; the youngest was remanded, and the eldest held to bail. As there was great excitement prevailing throughout the city, it was thought best not to push his trial for a few weeks, as the young man that was murdered was very respectable. The trial at length commenced, and I think it lasted some three weeks, though I do not exactly remember the duration of it. Throughout the trial the excitement was very great, and it sometimes rose to such a pitch, that it was thought the prison would be torn down by his enemies, at other times by his friends; there were also, during the progress of trial, many attempts, both fair and foul, to get him a chance to flee, but all to no purpose. There was constantly a string of this young

man's friends visiting him, not of the kind that had been the occasion of his dreadful situation, but those whose friendship was sincere and honorable. The old lady, his mother, was constantly and most anxiously engaged, (both herself and fortune,) and there was no sacrifice which she was not ready to make to obtain the rescue of her poor fallen son; the fortunes of the two sisters were also devoted to the same purpose. His brother was as kind as it was possible for a brother to be; but all could not save him. He had the best counsel in the city; but that availed nothing, notwithstanding over twenty thousand dollars were expended in procuring their services. His guilt being unquestionable, the jury brought in a verdict of guilty. The only remaining hope now was, that he might possibly obtain a new trial, or, if that failed, to get him reprieved by the executive of the state. The motion, however, for a new trial, and the application for a reprieve, were both unsuccessful. His aged mother, immediately upon the failure to get a new trial, went to the governor, and on her knees implored him to spare the life of her son; but the governor declined giving her an answer until the next morning. When the morning came, she received the sad, and, to her, heart-rending intelligence that her son must die. Again she waited on the governor with a petition signed by a great number of citizens, and again on her bended knees entreated him to pardon that doomed son, who had been misled and brought to ruin by a set of desperate villains; but all to no purpose. Again she received the fatal news that he must die. She then made another attempt; she prayed that his sentence might be commuted for imprisonment for life in the penitentiary; but this he likewise refused, and told her that all her intercession for

him would be unavailing, that he must suffer the penalty that had been awarded. She, nevertheless, made one more effort; this was, that he might be respited for the term of one year; but this, like all the preceding applications, was denied. Every door of hope now appeared to be closed; and it was a most heart-rending sight to see the mother and the two daughters leaving the governor's mansion, with unutterable grief and anguish depicted in their countenances. They moved on slowly and silently towards the prison, where the condemned son and his brother were waiting in the most agonizing suspense, to hear the news, which at best they knew would be dreadful enough. None appeared to have courage enough to tell him, except his youngest sister; and it was agreed that she should be speaker on this mournful occasion. With silent steps the daughter and mother approached the cell of this poor, unfortunate young man. When he inquired what news they brought from the governor, the youngest sister told him that he must die. They wept over one another as if their hearts would break. The mother then knelt by the side of her poor son, and prayed that God would pardon his sins, and give him grace and courage to encounter the dreadful trial that awaited him. The mother and sisters then bade him their last farewell. They then retired, and the brother entered his cell. Silence prevailed for some time; it was finally broken by the younger. "Well," said he, "brother, I must die; mother says that on to-morrow I have to be executed, and bid a final adieu to my mother, my sisters, and my brother; and I am to be hung, too, like a dog, to gratify the vengeance of my enemies." "No!" replied the elder brother, "you shall not die like a dog; you must die

like a man!" and then pulled out the same knife with which his brother committed the murder, and said, "Your mother, your brother, and your sisters, all wish you to take your own life, in preference to being hung like a dog." "Well," said the younger brother, "your request is granted, and not for one hour will your brother be alive after you leave this cell; but, brother, remember our mother and dear sisters when I am gone; I have heaped mountains of trouble on their heads. O! take care that *you* do not fall by the same bad men that have brought your brother to an untimely grave." He then bade his brother farewell, and they parted. His brother had been gone only a few minutes, when the keeper visited the cell of this young man. He rapped at the door, but all was silent. He then opened the shutter of the blind door, and saw this youth lying prostrate on the floor of his cell, his eyes closed in death; he had stabbed himself to the heart. As soon as this was known, the excitement was tremendous; the friends of the murdered man swore that they would have the body, and hang it at all hazards. He committed suicide in the afternoon, and that evening it was said that he was to have been executed in the prison-yard.

The brother and some friends took the body and carried it some miles above the city, and there they put it aboard the Bayou Sarah packet, and carried it to the parish of Feliciana, where he was buried with all the honors that would have been paid to men who had lived an upright life, and had died the most honorable death. A few months passed away, and the younger sister was taken sick and died; indeed, she had never been well since the dreadful occurrence that has just been related; and thus was the grief of this poor old lady greatly in-

creased. Time rolled on, and the remaining brother was still dissipating, and suffering himself to be imposed upon by many pretended friends, not suspecting that he had any thing to fear, as he had somewhat cut the acquaintance of that class of men with which he had formerly allowed himself to be identified. But still there appeared to be ill luck attending him. In 1840, he had some business to call him a few miles from home, and he found it requisite for him to take an early start. He got up with his family at an early hour, and having some occasion to go out into his yard, when it was not yet quite light, he was shot dead in his own door. There were great exertions made to find out the perpetrator of this murder; but as yet, I believe, the mystery has never been unravelled. And thus ended the lives of two valuable young men: and may this narrative operate as a warning to all those who may be exposed to the machinations of that class of men by which they were entrapped, and ultimately brought to such a tragical termination of their lives.

The old lady, I believe, still resides at her former residence, near Jackson, Louisiana, and perhaps the remaining sister with her. This incident is only one of a multitude that might be adduced to illustrate the pernicious, the horrible effects of the vice which forms the subject of this narrative and of this volume; and still it is a most lamentable truth, that it is encouraged by some who would think that great injustice was done them if they were not esteemed as worthy and honorable citizens, and never seem to wake up to its odious and damning character, until themselves or their children are brought to the brink of deep degradation and ruin by its insidious influence, and the infamous artifices of those who give

their days and nights to the study and practice of this abominable, this soul-destroying avocation.

THE DEMORALIZING INFLUENCES OF RACE-FIELDS.

In Louisville, in the year 1841, during the week of the spring races, the gamblers of every caste were there to partake of the benefits of the sports of the week. Here might the eye have taken in, at one glance, all the different grades of this profession.

At the close of the week they began to operate in such a manner as is characteristic of this class of men. For instance, at the commencement of the sport of the week, you might have seen classes number 1, 2, 3,* and 4, and indeed every grade, and every species of every grade, down to the blacks, all perfectly friendly. And this is the cause of such kind of feeling being manifested among them: it is never known who is to be the lucky one during this week of sport; perhaps it may be number 4: if so, he is promoted to class number 1, as long as his money makes him worthy of their attention. But when his money gives out, he has to return to his former class, who are always ready to receive him. They are formed into classes as follows: the first class consists of faro-dealers, the second class is composed of an inferior grade of faro-dealers; the third class is made up of those who play roulette, chucker-luck, or other species of

* For an explanation of these different numbers, see description of Cockpits.

small, plain villany. The characters composing class number 3 are men who are generally termed the fighters, or the low-bred bullies; the class number 4 are men that play thimbles or trunk-lieu, or, in other and plain language, they are pickpockets.

In the commencement of the week you will see all these different classes working among one another like bees: watch them, and you will find that if number 4 appears to have a plenty of money, he becomes worthy of number 3's attention as long as he has a dollar. The same may be said of number 3: as long as they have money, they are the very men for number 2; and as long as number 2 has money, he is as much of a gentleman as number 1 wishes to find. And this is the situation of these different classes; number 3 being considered as the fighting or the bullying class. This class is generally composed of our lowest-bred men, and seldom do you meet with one of them that may not be readily designated by his profane swearing; his bragging of his great exploits in fighting; boastfully proclaiming how much money he has won at roulette or chucker-luck,* or, it may be, how much number 1 has given him for whipping such and such a man. This class is more numerous than any other. And here I will try to show how an individual of this class is effectually debarred from the notice or respectful attention of a gentleman. His base character is so conspicuously displayed by his countenance, that he may be infallibly known by this sign alone. And though his bosom may glitter with the most costly diamonds, these adornments, so far from concealing his real character, will only seem, by contrast,

* *Chucker-luck*, a game played with three dice.

Louisville Murder.—Page 105.

to make it the more evident that he is a thorough-bred scoundrel.

The only man of this class that I ever knew, of whom it could be supposed, for a moment, that he had a spark of honorable feeling left, was a man who lived in Cincinnati. He was far superior in his general deportment to any other of that class. He was generally regarded with some consideration by men of respectable standing, in that they thought he possessed some redeeming traits of character, and that there was some probability of his being reclaimed from the paths of vice. This was noticed by his companions in villany, who were envious of the distinction thus made between him and themselves. He was a man who never participated in any of their foul transactions; and when a difficulty arose, he was always the first to try to settle it peaceably if possible.

At the time of the races of which I have spoken, he had been present during the week, and probably made some little money; of this, however, I cannot speak with certainty. But the time had now come for the inimical feelings of the different classes to show themselves; class number 3, being spoken of in particular, in a very offensive manner by those above them, they soon became so irritated that they got to fighting; and during the fight, this young man (as was his custom) took it upon himself to try to separate them. While endeavoring to do so, one of the parties caught hold of him, and stabbed him, which caused his death almost immediately. The man who perpetrated this foul deed was forthwith arrested; but, as is too frequently the case, (even though the guilt of the individual is most glaringly manifest,) he was admitted to bail, and on his final trial was acquitted, as he produced evidence going to prove that he was

justifiable in what he did, though the perpetrator had always borne the character of a low-bred, bloody-minded, desperate bully, and still retains that character; but I believe that he is only the more respected by this class for having been the instrument of taking the life of one of his clan.

I will now explain to the reader in what way persons of these different classes may be readily distinguished, either on steamboats, or in any other places where they may happen to be met with. When in company, we are too apt to form hasty acquaintances; this frequently, and more especially, occurs with young travellers; and these are the very ones which, above all others, the different classes spoken of are constantly on the look-out for. If number 1 should happen to meet you, he will converse with you in such a manner as is calculated to deceive you as to his designs. He will have the audacity to approach you in any form that he may think he can reach you. If on a steamer, they have many ways to approach you. If they think you worthy of their attention, they will approach you thus: they will inquire what part you are from; and as there are very few of number 1 that have been confined to any one portion of our country, they are generally ready to discourse with you. They will ask you how Judge A or B comes on, or how such a merchant is getting along — is he solvent or not, and all such questions, which will make you think that you are certainly talking to a man of some importance; and becoming prepossessed in his favor, you are apt to enter into an intimacy with him. After he has gained your confidence in him as a gentleman, he will then find out what your business is, where you are going, how long you expect to stay, and all that can be beneficial to him;

Number 1 a Gentleman and a good Diplomatist.

he will find out particularly whether you are inclined to sport, before he gets half done making his inquiries. Perhaps he will say that the judge before alluded to is fond of horse-racing, and then he will ask you if they raise many fine-blooded horses with you; and if you converse freely, he soon finds out your prevailing dispositions; and then, by some ingenious way, he will ascertain how much money you have, and of what kind, and likewise whether or not it is your intention to speculate. This he will do in such a way that few would suspect that he had any sinister design whatever. He will either do it by offering you money to exchange, or by some other expedient he will succeed in extricating the desired information from you. And having learned whether or not you have an inclination to play, his next object is to satisfy himself what games you prefer to play; and thus having possessed himself of all the information he wishes, if he should think that you are not high enough game for him, he will apprize number 2 of you. An individual of this class now approaches you, and being fully acquainted with your position from number 1, his course is a comparatively easy one; he tries to bring you acquainted with some of his friends of this class, whom he will have stationed in different positions to receive you; and if he finds, from his efforts, that you are not prepared for the operation of his base designs, that is, that you have not played sufficiently to have confidence in your skill at play, he leaves you in the hands of number 3; and he, by bragging of his fighting and desperate deeds, and how much he makes at the time of public races, and how every body is beholden to him for his Samson-like strength, and all such low-bred talk, endeavors to get you interested for him, and to stake

him, as they term borrowing. He will also talk, in a boastful, swaggering manner, of what number 2 or number 1 owes him; and if, after all, he cannot succeed in getting you to come into his measures, he will turn you over to number 4. All that this gentleman requires, is to know whether you have money or not, and if his thimbles and other tricks of gambling will not reach you, perhaps his false keys or sharp knife for your pocket will; and if that fails, his last effort would be the "dray-pin," or some other foul means. I would here wish the reader to understand, that among this base class of men you will find a plenty of number 1 that are graduates in this base species of villany. They will play every thing that is described in this chapter, sooner than that you should escape them.

There are so many ways by which men of this class may deceive you in trading and other transactions, that you should never allow yourselves to repose confidence too soon in a person, because he may have the appearance of a gentleman merchant, or any other respectable avocation. However specious appearances may be, you should be watchful of all such; if they are honest men, it will do them no harm; and by this means you will become more ready and adroit in detecting those despicable rogues who skulk about under the specious garb of gentlemen and useful citizens. Such persons (it is to be regretted) are often countenanced by some who are generally regarded as honorable men and good citizens. And ask them the reasons why they do so, and they will say, "O, he trades with me, and I make money out of him, and hence I am friendly with him. He always has money, and his money is as good as any body's, and I find it to my interest to treat him in a friendly manner,

but he will never get me to play with him." This may be true; but does this man take into consideration that he is, by his civilities and attentions, feeding the fire that is consuming his friends, who take this individual to be an honorable man; otherwise such a man as he would not condescend to have any dealings with him. And thus they give the gambler a chance to ruin their children, and their nearest and dearest friends; and all from purely selfish or mercenary motives.

It is truly astonishing to think to what an extent the moral sense of gamblers may be blunted or perverted. If an individual of number 4 (that is, one of those trunk-line gentry) should bring number 1, a watch, or any other piece of property, worth, say two hundred and fifty dollars, and offer it for fifty, he would consider it honest to buy it; or if he should bring him a thousand dollars in money that was bearing a premium, and offer it for eight hundred dollars, he would think himself perfectly justifiable in purchasing it, although he might be fully convinced, at the same time, that it belonged to another. And what vice can be worse than that which can so pervert the moral feelings, as to induce a man to imagine that he is acting rightly and honorably, when he is, in the most palpable and effectual manner, giving his countenance, sanction, and encouragement to theft and robbery, and would in the eye of God, and of the laws of the land, be justly arraignable as accessory to the perpetration of those crimes!

THE GAME OF FARO.

[From Hoyle's Treatise.]

"The game of pharo, or faro, is very similar to basset, a game formerly much in vogue. It may be played by any number of persons; and each player, or punter, as he is termed, is furnished with a suit of cards denominated a *livret*, and four other cards which are called *figures*; viz.: the first is a plain card, with a blue cross, and is called the *little figure*, and designates the ace, deuce, and three. The second is a yellow card, and answers for the four, five, and six. The third is a plain card, with a black lozenge in the centre; and designates the seven, eight, nine, and ten. The fourth is a red card, and answers for the king, queen, and knave.

The game may be played without these figures, as every punter has a suit of cards; but they are convenient for those who wish to punt, or stake upon seven cards at a time.

The money placed on the cards by the punter is answered by a banker, who limits the sums to be played for according to the magnitude of his bank. At public tables, the banker, according to the number of punters, has two, three, or more assistants, called *croupiers*, whose business it is to watch the games of the several punters.

Terms used in the Game of Faro.

Banker, the person who keeps the table.
Couche, or *Enjeu*, the stake.
Coup, any two cards dealt alternately to the right or left.

Croupier, an assistant to the dealer.

Doublet is when the punter's card is turned up twice in the same coup; in which case the bank wins half the stake. A single parolet must be taken down, but if there are several, only one retires.

Hockley signifies the last card but one, the chance of which the banker claims, and may refuse to let any punter withdraw a card when eight or less remain to be dealt.

Livret, a suit of thirteen cards, with four others, called *figures*, viz.: one, named the *little figure*, has a blue cross on each side, and represents ace, deuce, trois; another yellow on both sides, styled the *yellow figure*, signifies 4, 5, 6; a third, with a black lozenge in the centre, named the *black figure*, stands for 7, 8, 9, 10; and a red card, called the *great*, or *red figure*, for knave, queen, king.

L'une pour l'autre means a drawn game, and is said when two of the punter's cards are dealt in the same coup.

Masque signifies turning a card, or placing another face downwards, during any number of coups, on that whereon the punter has staked, and which he may afterwards display at pleasure.

Oppose is reversing the game, and having the cards on the right for the punter, and those on the left for the dealer.

Paix, equivalent to double or quits, is, when the punter, having won, does not choose to parolet and risk his stake, but bends or makes a bridge of his card, signifying that he ventures his gains only. A double paix is, when the punter, having won twice, bends two cards, one over the other; treble paix, thrice, &c. A paix may follow a sept, &c., or quinze, &c. &c.

Paix-Parolet is when a punter has gained a parolet, wishes then to play double or quits, and save his original stakes; double paix-parolet succeeds to winning a paix-parolet; treble paix-parolet follows double, &c.

Parolet, sometimes called *cocking*, is when a punter, being fortunate, chooses to venture both his stake and gains, which he intimates by bending a corner of his card upwards.

Pli is when a punter, having lost half his stake by a doublet, bends a card in the middle, and setting it up with the points and foot towards the dealer, signifies thereby a desire either of recovering the moiety, or of losing all.

Pont, the same as Paix.

Punt, the punter or player.

Quinze, et le va, is when the punter, having won a sept, &c., bends the third corner of the card, and ventures for fifteen times his stake.

Sept, et le va, succeeds the gaining of a parolet, by which the punter, being entitled to thrice his stake, risks the whole again, and bending his card a second time, tries to win sevenfold.

Soixante, et le va, is when the player having obtained a trente, ventures all once more, which is signified by making a fifth parolet, either on another card, if he has paroleted on one only before, or by breaking the side of that one which contains four, to pursue his luck in the next deal.

Tailleur, the dealer; generally the banker.

Trente, et le va, follows a quinze, &c., when the punter again tries his luck, and makes a fourth parolet.

The Game of Faro, as found in Hoyle's Treatise.

Method of Dealing, Rules of the Game, &c.

1. The dealer, who is generally the banker, is seated at such a part of the table where he can best observe the games of the several punters. He then takes an entire pack of cards, which he ought invariably to count, lest there should be one card more or less than fifty-two. When this happens to be the case, the dealer forfeits his deal, and the bank must then pay every stake depending on the cards of the different punters.

2. After the cards are counted, the dealer must shuffle and mix them well, as no one but himself, or one of the bankers, is suffered to touch the cards, except to cut them; which is generally done by one of the punters.

3. After the cards are cut, the dealer shows the bottom card to the company, and leaves one of the same sort turned up on the table, that every one may know what card is at the bottom, without asking the dealer. The punters having made their game, the dealer announces that he is about to begin his deal, by saying "Play."

4. He now proceeds to turn the cards up from the top of the pack, one by one, placing the first card on his right hand, the second on his left; thus continuing till he has turned up every card in the pack, laying twenty-six on one side, and twenty-six on the other. He also specifies the cards he turns up, as thus, ace, queen, &c. The first card, which is placed on the right side, is for the bank; the second, which is placed on the left side, is for the punters, and so on alternately, until the whole pack is dealt out, stopping at the end of every second card, to observe if an event has taken place; in that

case, to receive or pay, and to give the punters an opportunity of making their games.

5. When the punter wins upon his card, and does not desire to receive his money from the bank, but wishes to proceed on with his game, he makes a paix, or parolet. A paix is made by doubling his card, and leaving his stake on it, which, if he wins a second time, entitles him to receive double the amount of his stake; and if he loses upon the second event, he saves his stake, having only lost what he had won upon the first event.

6. If, having won a second, he ventures to proceed, he doubles another card, and places the card he plays on at the head of his double paix, and so on, as often as an event in his favor takes place, still continuing to save his original stake, if he loses, with the right to change his card, after every event; or even without an event, it is never refused, by asking leave of the dealer.

7. The parolet is made by cocking one corner of your card, and if you win the second time, it entitles you to three times the amount of your stake; but by the same rule, if you lose, you not only lose what you had won, upon the first event, but your stake likewise.

8. After making a successful parolet, it not unfrequently happens that the punter, in order to save his stake upon the next event, makes a paix-parolet; which is done by doubling his card as before, after he has made his first cock, and which, if he wins, entitles him to receive six times the amount of his stake.

9. But if the amount of the stake should be inconsiderable, he makes a second cock on his card, instead of doubling it, and which, if he wins, entitles him to receive seven times the amount of his stake, and is called *Sept et le va.*

10. If he should happen to win a third time, and determines to proceed, he either makes a paix to his Sept et le va, or puts a third cock on his card, which is called a *Quinze et le va*, and which, if he wins, entitles him to fifteen times the amount of his stake; and so on, as often as an event in favor of the punter takes place, and he continues his game without receiving from the bank the amount of his winnings as they arise. Doubling every time the amount of what he was entitled to receive upon the last event, besides including his stake at his own option, either to paix upon his parolets, or to add another cock to his card; which is called *Trente et le va*, and entitles him to receive thirty-one times the amount of his stake.

11. If, after this, they continue fortunate, it very seldom happens they make a fifth cock; but this has been done by cutting the card in the side, and making a cock from that part of the card. But in general, those who play so bold as to venture to the fourth cock, and are fortunate enough to win upon that event, double their card with the four cocks; which will entitle them, if they win, to sixty-two times the amount of their stake; with this reserve, in case they lose, they save their stake. This is called a *Soixante et le va.*

12. It is the duty of the dealer to be particularly attentive to the punters, to observe that they do not, by mistake, double or cock a card when they are not entitled to do so, as it is considerably against the bank.

13. The dealer ought also to be extremely careful to hold the cards close and tight in his hand; as a person with a keen eye, by placing himself on the right hand of the dealer, may discover the cards going to be turned, and make his game accordingly.

14. The dealer must always be ready to answer how many cards remain to be dealt, when he is asked by any of the punters, in order that they may know how to proceed; as it is considerably against them to make a fresh game, a paix, or a parolet, when the cards are nearly out.

15. When the left-hand card turned up is like that on the right, as two kings, two queens, &c., it is called a doublet, and the punter thereby loses half his stake. This is greatly in favor of the bank.

16. When this happens with a card on which a punter has made a parolet, he must take it down, but does not lose his stake. When there are more parolets than one, the punter is to take down but one corner of his card.

Odds at the Game of Faro.

The chances of doublets vary according to the number of similar cards remaining among those undealt. The odds against the punter increase with every coup that is dealt.

When only eight cards are remaining, it is 5 to 3 in favor of the bank.

When only six cards, it is . . . . . 2 to 1.

When only four cards, ... 3 to 1.

That the punter does not win his first stake is an equal bet.

That he does not win twice following, is . . 3 to 1.

Three times following, is . . . . . 7 to 1.

Four ditto, is . . . . . 15 to 1.

Five ditto, is . . . . . 31 to 1.

Six ditto, is . . . . . 63 to 1."

Deceptions used in the Game of Faro.

This game has proved to be the most destructive one ever introduced among us, both on account of its being the greatest banking game, and the most exciting and fascinating game known. And I think no one, after becoming somewhat acquainted with the details of this game, will judge of it to be otherwise than I have here represented it to be.

Mr. Hoyle, in his Treatise on Games, contemplated in this, as in every other game of his introduction, fair play, and has so laid the game down, and given a scientific exposition of his principles and positions, that persons reading his Treatise would get but a very trifling knowledge of the game as played at present by the gamblers throughout our country. This has been so entirely remodeled and changed, as at present to bear no resemblance to the faro introduced by Mr. Hoyle; and as I have undertaken to expose the deceptions of this game, I hope to be able to complete the task (adhering strictly to the truth) in such a manner as shall convince all of the immense evil of it, and fully expose to all the artifices of those who play it; indeed, a man, it will clearly appear, would act more rationally and correctly to burn his money than to bet it on faro. In both cases he would lose his money, but in the former it would be lost without the sin of gambling being committed, his time wasted, and his reputation injured; all these, and more, he will save by burning his money, in preference to betting it on faro.

Mr. Hoyle, I doubt not, little supposed that any one would wish to improve his games, and there is only one

class of persons that would wish to do so, and that is the class of professional gamblers, who are usually quite ingenious, though their ingenuity all runs into rascality; and faro, as Mr. Hoyle left it, certainly afforded a fine scope for them to exercise their talents. This they have done so effectually that the banker now possesses almost all the chances to win; and there are very few against him that would cause him to lose. And just as the banker's chances are for winning, so are the betters' chances for losing. Mr. Hoyle never spoke of such a thing in his Treatise as a box being connected in any manner with the game; but he directs that the game be played with fifty-two cards, and these cards be subject to every body's inspection. When all were ready, the dealer would begin by shuffling and cutting fairly, and then deal from his own hands, one to the right and one to the left; that which was dealt to the right was for the banker, and the left is for those who bet, whom Mr. Hoyle calls "punters." I would here recommend to the reader to examine what Hoyle says in relation to the chances for and against the better; that is, in the faro which he introduced, (which is tenfold fairer than the game now played under that name;) and I think any rational man will be satisfied that the odds are not less than forty per cent. in favor of the banker, when the game was played comparatively fairly; but this is known to but very few of those who bet on it; and of late years these odds have been immeasurably increased in favor of the banker. All men who have seen this game played of late years can testify that it is now dealt from a box, and this box we find to have been introduced by the banker, and not by the betters on the game; and should a banker be questioned as to his motives for introducing

the box, or why the box was introduced at all, his reply will be, that it was to prevent the betters from taking advantages of him by marking the cards; and then, to render his story probable, he will mark his cards on the edges, and pretend to show how easy it would be for him to be imposed upon by the crafty, and how great a risk he would run of being ruined if the box were not used.

Now all this is the height of improbability; for in Mr. Hoyle's day, and at the present time, the dealer has from one to four assistants, who are called "croupiers," or "look-outs;" whose business it is to assist the dealer, by looking out for his interests all through the game, to see that all bets which he wins are paid, and none paid out that was not lost by the dealer; and, in fine, to guard his interests wherein and wherever they may be at stake. And it is idle to tell us that the dealer can suffer from such intrigues, when he is so well guarded by men who have the same interest in the game that he has, and who are well versed in all the various tricks and cheats, and know perfectly well how to guard against them. On the contrary, he is the only one that possesses any chance of practising cheats; and this he continually does, so long as he is playing. And the motives for changing this game from the hand to the box, were as base and nefarious as any that ever actuated the ingenious but wicked gambler; his object was nothing less than to be absolutely sure of stripping completely every man that should bet against him. And what is said by the banker of protecting himself against the cheats of the betters, was, in reality, nothing but an artifice, or blind, to screen himself in practising his cheats against the persons that would bet against the game. As before suggested, the banker, even in Hoyle's

time, had immense advantages over the betters; but this class of men have such an insatiable avidity for pelf, — they are such very slaves to the love of money, that if a man loses ninety-nine dollars with them when he has a hundred, they are as eager (if not more so) for the last dollar as if they had won nothing, both that they may have the boast of having won all before them, and to gratify their lawless, villanous, and morbid desire of possession.

Hoyle never says, in a single instance in his Treatise, that the odds are at any time in favor of the better, but always in favor of the banker; and we may be sure that no change would ever be made by him that would lessen the odds that are in his favor. Though it is true, that some unimportant bets are sometimes won from the bank, yet it is very seldom, indeed, that a man leaves it with more money than he carried to it; for it matters but little how lucky a man may be, — the banker has equal chances with himself as far as luck may go, and with his scores of artificial advantages, he can beat any and every man who may play against him. And I am of the opinion, had every man that has bet against faro, been furnished with a copy of Hoyle's Games, and studied the chances against the better, that the game would have gone down; or, at least, the attempt to introduce a set of tools in the game would have failed. But a great majority have never had a copy of this work, which, I doubt not, would have deterred multitudes from betting when the odds were manifestly so great against them.

When the boxes were first introduced in this game they were made of brass, a very little larger than the pack, and about half an inch wider, with one side left open, in order that the pack might be placed inside of

the box; and the side opposite the open side, had an opening, close up to the top, sufficiently large to let one card at a time slip out; and in the top of the case was an opening large enough to insert the end of the finger, for the purpose of slipping off the top card. There were at the bottom of the box, on the inside, springs which kept the cards pressed closely to the top of the box, so that the top card could always be slipped through the opening as long as any remained in the box. This box I will call box number one, as it was the first box used in this game. But before this box came into use, the following cheats were very common, as well as at the present time: the dealer would trim a very little from the edge of his cards, so as to make them a fraction narrower at one end than at the other. The piece that he would cut off, would not exceed the sixteenth part of an inch in width at one end, and would run to a point at the other. This is done that certain cards may be reversed and known; that is, the narrow ends of some turned with the wide ends of others. Thus he might take all the cards under seven, and turn their narrow ends with the wide ends of the rest of the pack, by which the chances for doublets — on which the banker wins the half of the stake — are much increased, and the cards used more in bunches, by which the odds in his favor are still further increased. When cards are prepared as I have above described, they are called *strippers;* and when their wide ends are all turned together, it is difficult to detect them; but when a part of them are reversed, it is very easy to detect them; for if they be taken by the opposite ends, all of those turned a different way will easily come out if pulled by the ends.

There is also another kind of strippers, called *hol-*

lows and *rounds;* they are cut in plates made for the purpose; and a portion of the deck is wider across the middle, and tapers a very little towards the ends. The other portion is hollowed out a little, so as to be the narrowest across the middle; and strippers of this kind are used for the same purpose as the other kind, and are stripped by taking hold on the middle and at one end, and not by catching hold on the two ends, as in the other cases. All cards prepared in this way, are trimmed so very little that close examination is necessary for detection; and a man must have soft and smooth hands, or he cannot strip them well. These, gamblers generally have, and together with their constant practice, they may be said to be perfect in the art.

The deception with these cards is carried on still further by separating (slipping) the reversed portion, and putting them among the cards either at the top or bottom; and to prevent splitting, the dealer will "milk" the cards; that is, draw at the very same time one card from the top and one from the bottom, bringing both off together, and laying them into a heap, until the whole pack has been run through in this manner; then one half will win and the other half will lose, and cutting them does not in any wise alter the matter. The better, if he knew this, might suppose that he was as likely to get upon the winning side, as the losing side; but he will find, by examining Hoyle's chances, that the odds are always against him, independently of the intrigues of the dealer, in whose power it is, at any moment, to change his luck to the losing side; and those odds increase against the better at any turn throughout the deal. Yet men will often continue to bet on a card which has lost several times, and then endeavor to win by betting

on the same card every time, and perhaps double their bets until they lose all they have, there being twenty-six turns in a deal; and nineteen bets can be made on any central card, and should that central card be turned up on the dealer's side, the better would lose his whole nineteen bets. Betting in this way, a man can bet on one card so as to include eight out of the thirteen cards; so that, if but one man should be betting, and he should bet on but one card, but should make all the bets that can be made on that card, he would include eight out of the thirteen cards, and of course would have eight to effect his bets, and five not to change them.

A man will sometimes put his money down, and let it be all through the deal; and if he should do so and win twice, it is against fearful odds; for dealers of faro have so well acquired the art of throwing two cards at once, that they can do it in the face of the smartest gamblers, or others who may venture to bet against them; and yet they cannot be detected. They have cards so nice and thin, that by being hard pressed they will stick close together, and a man cannot tell whether one or two are dealt; and when a man is on the winning side, the dealer can quickly change him to the losing side, by dealing two cards at one time; which he is the better enabled to do, as it is often that one half of his cards are so prepared on the faces that they readily adhere to the back of the one on which they are pressed. And if the better should by some accident again get on the winning side, he can as easily change the order again; and if he fears that the cards will be counted, he will cheat the better in another way. As he will be acquainted with the backs of the cards, he will take a card and secrete it in his right hand, and keep it there until he has occasion

to use it for the purpose of changing the better to the losing side. For if he should have a ten in his hand, and the better should get the run of tens on his side, the dealer will not only change the run to his own side, but by dealing the ten which he has in his hand on to the dealer's heap, he wins at the same time that he changes the run. The dealer will often deal off, and change the card he holds in his right, whenever he is to win by the change; and if a bet should be made to include the card he has in his hand, the dealer will drop that card on the top of the pack, and it comes to the dealer's side, and the better loses.

He is effectually prevented from seeing the cards in the dealer's hand by the position in which he holds his hand. The dealer has, also, a great advantage from knowing the cards by their backs, as well as by their faces, and can, at any stage of the deal, tell what the top card would be; and if it should be a card that he is about to lose on, he will deal the card next the top, by sliding his thumb a little back, and with it the top card, which exposes the second card enough for his right thumb to catch the edge of it, and he deals it instead of the top card. This art he has by practice so perfect that the keenest eyes will not detect him in the act.

I have often seen men, when dealing out of the hand, put in practice these cheats when the betters around the table were expecting it, and looking out for it, but could not possibly detect it, and none would know it but his private partners, whom he would tell of it. It is not very probable that persons totally unacquainted with the cards will understand all the explanations here given; but if they think it of sufficient interest, let them ask any one who knows any thing of the cards, and I feel sure that he

will testify to the truth of what I here say. If a man takes a pack of strippers, and turns two cards around, and shuffles them thoroughly, and strips them, he will find that those two will always come out together. This will show any one how the players manage to have certain cards always together, either on the top, or at the bottom, or in the middle. The gambler, however, will generally have one half of the pack reversed, and knows well what they are, and when he strips and places them on top, he knows every card in the top half, and those that lie at the bottom.

I will now continue my remarks upon the introduction of the box to deal from. The dealer * will say that it is to prevent the betters from taking advantages of him, and he will insist that there are no means of his taking any advantage of the betters. But, at the same time that he is telling this, he is only preparing the way to introduce his cheats by wholesale; for there never was, I think, any kind of business on which more attention has been bestowed, and more efforts made at improvements, than in this same game of faro. And I would not have my readers to suppose that the deceptions which I expose are all the deceptions that are now used, or can be used, in this game; for there are constantly being invented and introduced new tricks — indeed, in the course of every year, some new tricks come into use. But what I here speak of, are deceptions that are in general use at present. There may possibly be some intrigues used in this game that I may not be acquainted with; but I believe them to be few, if any; for I have perhaps had

* *Dealer*, the one who keeps the faro bank; when we speak of betters or players against the bank, we mean the men who play against this dealer or banker.

as good an opportunity of becoming acquainted with them as almost any other man.

This game is so full of fascination that it is quite impossible to describe the various attractive points of it; and the excitement which the betters often get into, is all for the dealer's advantage. And when the dealer says he has no advantage in the box, he says falsely; for having the box does not prevent the dealer from having marked cards, neither does it prevent him from having strippers and making use of them; for when he uses strippers, he can reverse them; and in shuffling, he always gets them in whatever position he wishes, and strips them so as to make splits, by which he is sure of winning one half of the stakes that are up. And the deceptive cutting and shuffling before the cards are put in the box, are carried on as well with the box as without it.

The box itself is about half an inch wider than the cards are. This, the dealer will say, is to prevent the betters from seeing into the box; but this is false; it is so made for deceptive purposes. On the under side of the top of this box, which is of the same thickness with the rest of the box, is a piece of the same material as the box. This piece is about a quarter of an inch in width, and will admit the back edge of the top card between it and the top of the box, in an opening which is between the two, and the outside of this crevice is closed, so that a person standing behind the dealer could not see what use he will make of it, and he will tell them that it is to prevent persons from looking under and seeing what card is coming off before it comes. But in reality, it is to enable him to deal the second card instead of the first, whenever he wishes to do so. The dealer will have a

certain portion of his cards marked, so that he can tell what they are by feeling the backs. A common way of marking them is by pricking them with a pin, and he remembers what cards he has pricked; and when the top card is one that he can tell by the marks, and is about to be unfavorable to him, he (with his forefinger, which is inserted in the opening at the top made for that purpose) pushes the top card back, and it goes into this crevice I have spoken of, and leaves the second card about half an inch nearer the opening for the cards to pass through. He then presses hard on the top card, and moves both it and the second card at the same time; but the second card, being nearly a half an inch in advance of the top card, reaches the aperture first, and passes partly out; he then takes hold of it, and pulls it out, and it is dealt. This is the manner in which the second card is dealt instead of the topmost one, and by which the betters are often beaten out of great sums by this single cheat alone; which to the dealer is a very important one, because by it he not only prevents the better from winning, but wins himself. He will always be careful to win the most important bets that are made against the bank, or those which are the most to his interest to win; for faro dealers, also, have secret partners, and sometimes these partners will be betting on the game, and win a great deal apparently; but this is all mere sham. Sometimes the dealer will win a small bet of one or two dollars, and at the same time lose one of ten dollars with one of these partners; but it is all only to entice others to bet, that he has these partners, and lets them apparently win. This same man, who seems to have won ten dollars, has, in reality, as much interest in the issue of the small bet as the dealer.

It often occurs that a man will go to another, and invite him to accompany him to the faro bank, and each amuse himself betting against the game; and sometimes it happens that the person so invited declines going. The other asks the reason. His reply may be that he is afraid of the dealer's advantages and intrigues. If this man then insists on his going, protesting that there are no ways for him to be cheated, that the game is fair, and that his fears are groundless, it is ten to one that this man is a hireling of the banker's, and probably has been ruined himself at the same game, and may now have a small interest in the game allowed him for his services in procuring persons to bet on the game.

The safest course, in all such cases, is to turn a deaf ear to all his falsehoods, and forsake his company, and, if need be, his acquaintance also. One of the ways by which a dealer can tell what size a card is before it is dealt, is this: he marks all the cards in the pack that have less than seven spots upon them, by picking them with a pin just where his finger is to touch them to push them out of the box; and if a man is betting on a card that comes within the size of the marked cards, the dealer, when he is dealing, and the top card is one of the marked cards, (which he can tell by his finger,) will push it back into the little niche before described, and take the second instead for the better, and then the other comes on to the dealer's heap, and the better loses. This he will continue to do; and the persons betting will seldom come nearer to winning than to have a "stand-off." Thus, if a man bets on the ace and deuce, and the ace comes to his side, and the deuce to the dealer's side, it is a stand-off, and neither wins; and should two aces be turned together, one for the better,

and one for the dealer, it is a split, but the dealer wins one half of the stakes that are then up.

I will now say something more of the prepared cards, which are called *strippers*. The strippers,* of which I have spoken, were cut on the sides; but the gamblers prepare cards by cutting with plates, made for the purpose of cutting the ends instead of the sides; one part will be hollowed out at the end, and the other part will be trimmed a little rounding. This method of trimming cards enables the players to strip them by the ends as well as they can strip the others by the sides. Not one person out of a thousand would look for or suspect this deception at card-playing. The box of which I have spoken seems to be the first of the boxes introduced; and it contains far more deceptions than a casual observer would suppose; or even if he suspected and should examine it, he could not imagine all the cheats for which it is intended, unless he should be let into the secret by some who really understand them. Soon after the introduction of this box, it was improved by a small spring at one end, on the inside. This spring lies the thickness of three cards from the top of the box, and has a point small, like the point of a needle, and catches on the edge of the cards. The dealer remembers the cards that are cut round, which are often those having a less number of spots than seven; and those above seven will be cut

* *Strippers*, cards prepared by cutting them into the form of wedges. By turning them *vice versa*, and catching hold of the end, they can be drawn in bunches, which is twenty-five per cent. in favor of the dealer. They are sometimes prepared on the sides; at other times on the end. A different article of strippers is frequently called *hollows* and *rounds*, made by hollowing one half, and making the balance round.

hollow at the ends. By the aid of this spring, the dealer is enabled to tell whether the first card is round or hollow, and also what the second card is; as when the round card comes in contact with the spring, it pushes it in, and as it slips it makes a slight noise, like the grating of the nails; by this he can tell whether to take the second card or not, as he can take one as well as the other; and by this odds he is likely to win every dollar that may be bet on the game. And if any of the other betters should say that the dealer has too much the advantage of them, he readily replies, "Well, gentlemen, any of you open a bank, and I will bet against it." And if one of them does open a bank, he, of course, will not be acquainted with the secret springs of this box, and the old dealer knows well how to profit by them even though he is not dealing; and the advantages in the game are sufficient. In a word, he is almost as sure of winning as if he still dealt; this is by reason of his understanding the little noise made by his secret springs, which informs him what card is coming, or so near it that he is always enabled to make quite accurate calculations as to what card is coming, and can always make advantageous bets; the cards being so trimmed, that about half of them will move the springs, and cause a grating, which the old dealer well understands, and well knows what cards will move the springs, and he lets his bets include these cards. With this advantage he can win all the money from this new banker, as fast as the new banker wins it from the other betters; so that, in the end, he gets all the money, whether he deals himself or bets against some new banker, who may be dealing from his advantage boxes. This (as before observed) he is enabled to do by the aid of his springs, which are like most of his

villanous inventions, that work both ways; and when he seems to relinquish all advantages, he still retains some very important one that will still insure him success.

There are, at present, many boxes in use; for as the betters would discover cheats, and get tired of one box, the bankers would introduce another. The second box introduced is still more ingenious than the first. It has four springs inside, and a plate to raise the cards up, the same as in the first box. In this box, the cards are entirely hid or shut up, as the back of the box has a shutter which hangs on hinges, and as soon as the cards are put in, the door is closed, and they are completely shut up. This box has a roller running from end to end, so fixed that the top shuts down over it, and it is then out of sight. This roller has at the left end, and to be turned by the left hand, a crank to turn it, like that of a coffee-mill. Press on the end next to the dealer, and the springs push the cards close up to the top of the box; and when the crank is turned, the cards come out one at a time, and back upwards, and the dealer, when he begins the game, deals the first for himself, and the second for the better. This box is described in this work merely to show the variety of boxes.

This box, which is taken to be so very fair, is as full of deception as any other, and is called the *crank-box;* and when the cards are shut up in it, and the crank turned, they come out one by one until all are out. This looks to be very fair, and it seems quite impossible that the dealer should possess any more advantages than Mr. Hoyle has laid down as being possessed by the dealer when the game is played in as fair a manner as the nature of it will allow. The axle or cylinder, to which this crank is attached, is connected with a secret

spring on the inside of the box, and by pushing the roller close into the box, a small spring is moved, and acts upon the second card, and pushes it into the outlet for the cards, and the dealer then takes hold of it with his thumb and finger, and pulls it out, still keeping the crank moving, in order to make the betters believe that all is fair, and that the card actually comes out by the motion of the crank. Some may say, "Of what use will it be to him to deal off the second card, as he cannot tell what it is?" Now, let me inform them that he can tell near enough to benefit him immensely. The box itself is not quite as long as the cards are; the dealer then trims certain cards so that they will pass through without having to be squeezed through, and the balance he leaves long. The box is also a little shorter at the top than at the bottom; the cards are continually pressed up to the top by springs at the bottom; and when one of the cards, which are left long, is just two cards from the top, it touches the two ends of the box, and the pressure causes a small joint in the top of the box to open, and this informs the dealer how near at hand a long card is, and by this means he tells whether the cards are long or short. And if the second card is a long one, and the better has bet on a long card, he pushes his crank up to the box, and a spring moves a small blade, which starts forward the second card, and he deals it on the banker's side, and the better loses by getting the card which the banker would have got. With this advantage against a man, he can never win, unless the banker chooses to let him, in order to entice him still further, or to get some of his friends to bet who have more money; and he will then ruin both of them.

This box is so constructed that it can be locked by a

secret spring, and at the same time, the spring which acts on the second card is prevented from acting until it is unlocked by the banker. In some boxes this is done by moving a screw, and in others, by moving one of the inside springs either backward or forward. The dealer, with this box, (as well as with the first,) will generally be willing to become a better, and let any other man deal or become banker, if the man is afraid of the odds in favor of the dealer. But in such cases he will generally lock the box by his secret screw, in order that the one who is then dealing cannot take the second card, if he should by accident press too hard upon the crank; for if the second card should be started while the box is in the hands of the new dealer, it would only come out a little distance, as far as the spring would push it, and it would then stop, and has to be pulled out; but the new dealer would not know this, and would expect the crank to bring it all the way out; which failing to be done, would cause an examination into the mechanism of the box, and its fraudulent character would then be exposed. And to avoid this, he locks it with a secret spring, to prevent Mr. Sucker (so the gamblers call those they can cheat) from detecting his box. Still they most generally have two boxes exactly alike in every outside appearance. One of them will be made perfectly fair, the other with springs; and if the banker supposes he is suspected of having advantage boxes, and is watched, he seeks the first opportunity, when he is not gambling, to open and take apart the fair box, in the presence of all whom he supposes to doubt its fairness. This will convince all that the box is fair; and they venture to bet more freely when he again starts a game. But this box, which he showed, is not the box he plays from; it is

only like it in external appearances. Generally, in taking this box apart, he does not seem to do it purposely for them to examine it, but will say, perhaps, that he wishes to clean it. But he well knows that it will be examined when he opens it in the presence of men who bet against the game. Sometimes he will be sitting among men, not playing the game, but amusing himself with the fair box; and one may say to him, "Sir, I would like to look into the machinery of your very nice box." He readily grants permission to do so, as it was just what he wanted. The box will be opened, and pronounced perfectly fair; and the probability is, that he will never expose his box twice to the same company, as once is entirely sufficient. He will always, after that, have the other box with him, but will let no one have an opportunity of seeing into it.

Every man can plainly see, from these explanations, what advantages the dealer has over those who bet on the game; as the gambler makes deception his study, and his mind is always on some new method of cheating men out of their money. These sharpers are schooled to nothing else, and can put in practice various cheats, with almost entire safety from suspicion by men whose minds are not wholly taken up with gambling. Frequently men will suffer themselves to be reduced from wealth to beggary in a single night's play. Then their self-respect is, in a measure, gone; and then desperation is apt to follow, and, step by step, he hastens to complete his ruin, temporal and eternal. Men, who, from their infancy, have had their finer feelings cultivated, and, until late in life, have lived an upright and virtuous life, seldom make (what a gambler would call) good gamblers. Their feelings are too refined, and it is quite useless for such

men to attempt to rival men, who, by habit and association from youth, are qualified for this desperate life. Such men are usually narrow-minded and selfish, and when they do a man a favor, it is with the calculation of laying him under obligations to do them two in return. The various advantages here spoken of are not all used by one person, or, if so, you would, perhaps, have to be in his company a long time to see him go through the whole routine. As long as one cheat answers his purpose, he uses it, and when it fails or is discovered, he uses another for the same purpose.

The next box I have to introduce to the notice of the reader, is one that is open at the top, so as to expose about three fourths of the face of the top card. The cards are dealt face upwards. This is to make the better feel certain that he is not being cheated. The top card, when the deal is first commenced, is called the *deal card;* this card neither wins nor loses, and on that account is sometimes called the *soda card.*

The deception of this box is difficult of explanation, so as to make one who knows nothing of gambling understand it; and there may be some trifling advantage, which I may not insert; but no essential cheat will be left unexplained. The fact of there being *any* cheats, should be sufficient to deter persons from betting on the game. The banker, in this game, has generally, by the aid of his cheats, fifty chances to win, where the persons who bet have but one. This last-named box has ruined thousands, where the others have ruined hundreds. The first two boxes were played some five or six years; and this last box a much longer time. The first box of this kind was sufficiently wide for a man to run his nail in behind the cards, and start two at a time; the nail, for

this purpose, was suffered to grow longer than usual, and was sharpened to a point; this enabled him to put it under the top card, and start the second also, and as soon as their edges were fairly through the hole for their egress, he pulls them out with his thumb and finger.

The cards are prepared in different ways, so that the dealer may know when to take out two, or only the second card; sometimes by making them adhere, and at other times by having them in strippers; after stripping them, he shuffles an over and under shuffle, and milks them. Then they are cut and put into the box, when one half wins, and the other half loses. And if a man should be betting on the winning side, he puts out two with his long nail, and that changes the better to the losing side, for the remainder of the deal. At other times, the odd cards, namely, 1, 3, 5, 7, 9, jack, and king are trimmed differently from the remainder of the cards, and their ends reversed. This cheat is of late introduction, and not so generally known, and is often performed on that account. They are then pulled and run in, an odd against an even, and they tell by the different sizes of cards: these are trimmed, as I have before spoken of.

The next box introduced by these gentry was not quite so wide, but was also made to take two at a time, whenever they wished to do so. The back of the top of this box is not so wide as the one before spoken of, and is made thinner, so that by bearing on the back bar, they can take two whenever they desire to do so, the mouth being wide enough to let them out easily. But the dealer can, by pressure of his right hand on the front bar, prevent more than one from coming out at a time. This is the way that two are taken out of the box number four.

Box number five is made to all appearances the same as this box; the box is the same; but it is made stiffer on the back bar, and the front part is a little less open; by pressing the two cards very hard, they will come out, but not without it. For this purpose, the dealer has on the middle finger of his left hand, what is called a *gaff* or *spur;* this is fastened on by a cement made for that purpose; it is about an inch and a quarter in length, and is cemented on the middle joint of the finger just named, and projects out from the part to which it is fastened. About half an inch of the gaff does not touch the finger, but lies a little more than the thickness of the back plate from the finger, and is itself just the thickness of two cards, and when he pushes it against the two top cards, it pushes them both out.

This gaff has been used against the smartest of gamblers without being detected by them. It is very neatly fastened on the inside of his finger, and he holds his hand in such a position as to hide it from all the betters, who may detect its use sooner from the precise movements of his hand, than by any other way, unless it be to look directly into his hand. In pushing out the cards, he moves his left hand straight forward, and never turns it so as to be seen on the inside.

Box number six is made a little shorter and a little wider than those already described; on the back bar there is a secret blade, something like the blade in number two. This blade is attached to the outer screw next to this bar; that is, the outside screw and the left-hand one. This screw has to be pushed in, and then the blade comes out. This the dealer calls a *lever-box*, because this screw strikes a piece that operates on this

lever, and it pushes this blade out, and the blade is thick enough to push forward the two top cards. This box generally has a "tell" that protrudes its head out of the opposite screw that has the lever attached to it. This tell is set differently from the other tells. It tells either the third or fifth card, and the screw is made hollow, so that it may come through, and very close observation will be requisite to see it. This box the dealer can lock by moving a screw having a motion like the changing screw of a music-box. If moved to the right, it locks, and if to the left, it unlocks. This can be done in an instant, and the dealer will not use it if he thinks he is being watched. This box serves a double purpose, either to deal with it themselves, or let some one else start a bank and deal from this same box. Then the owner of the box can beat this new banker about as well as if he were dealing himself; for when he puts the box into another's hands, who starts a bank, the old banker then becomes better against this new banker, and the tell answers to beat the dealer, as well as for the dealer to beat the betters, when it is understood by the one betting against it. Sometimes an old player will take in a new player as partner with him, and the two then will open a bank, and the old player has some secret partner among the betters, whom he will let win all the money out of the bank, and of course the new player is then bankrupt, and the old player pretends to be. They then dissolve partnership, and the old player goes to the secret partner and gets his loss paid back, and half what the new player lost, and then resumes the bank again; this they practise every opportunity. Sometimes persons who neither bet nor deal will buy an in-

terest with the banker, and he will suffer himself to be beaten by a secret partner, in order to get this man's money and get rid of him at the same time.

The next box is box number seven. This one has the same outside appearances as the box last described, only that it is sufficiently large for any cards in general use. This box is what the dealers call a "balance-top." The top is set on two springs at the ends of the box, the end-pieces being set about the eighth of an inch higher than the rest of the box; so that they are always acting comparatively fair, unless borne down, and then the front rises. This top is not fastened on with screws, but with a pivot, and the screws which appear to hold it are false, as the pivot holds it. In the lid of this box is a groove, and the springs work into the groove, and when the box is borne down, the mouth opens sufficiently for two cards to advance; but unless it is borne down, the spring is strong enough to prevent more than one from coming out. These boxes are sometimes made to be pressed in different places; some on the back corners, and some in the middle. I have seen boxes of this kind, that by bearing on the middle, the back bar would be so weak that it would spring and not spring the front. Frequently one half of the mouth is large enough for two cards to pass through, while the other half is so small that but one can pass. But by bearing on the corner with the thumb, it opens sufficiently for the two to pass out. The cards, too, have to be prepared so that they will adhere one to another. This they do by rubbing them sometimes with pumice-stone, and sometimes with rosin and glass mixed. They frequently sand-paper them. When this is the case, the cards are so scratched, that by holding them to the light, it can be perceived. The pumice-

stone, rosin, and glass do not show so much as sand-paper, but still cause them to adhere. This is used in dealing out of the hand, as well as out of the boxes. After having prepared the cards as strippers, they will make the faces at one end rough, and also the backs at the other end; and when they wish to deal two at once, they will do it when one with a rough back is on the top; then the rough face on the one next to it adheres, and the two stick so closely, that it is quite impossible to detect the cheat. I have often seen two cards dealt on men who thought themselves too smart to be cheated by any gambler; and to prevent misdeals, they always take two cards an even number of turns, and the deal comes out square.

Sometimes the betters will keep a calculation of what cards are out, so as to know what cards to bet on; and when the dealer finds men so careful, he always puts one of his secret partners on the same side, to keep a list of the cards as they come out. And when the betters wish to know what cards have been dealt, they can ask this man, and he always is ready to make every thing perfectly plain; he then hands the list for them to examine for their own satisfaction.

When the dealer deals out two cards at a time, after a few times he will show the list-keeper the under cards, that could not be seen when first dealt, and by this means avoids any suspicion. And the betters, if they are keeping account, will not see these cards, and sometimes will remark that it is quite singular that they should forget that card which they have not seen; but as it is out and on the calculation-keeper's list, they really supposed that it was overlooked by them. I once knew an instance of a dealer dealing off two cards four times during the

deal, and there was a man betting, who bet altogether on the aces. The deal was completed without an ace being turned up, and the better said there was none of the kind in the pack. His bets being small, the dealer had not paid much attention to them; and every time he dealt off two, it so happened that the bottom one was an ace; and thus the four aces came off without being seen. The dealer took away the cards angrily, and observed that some one was always taking away some of his cards. He then called for another pack. This was necessary to prevent discovery. I knew also of another circumstance, which shows how barefacedly they sometimes practise their villanies. There was an individual betting on this game, and the cards not adhering well, he put out two, and they slipped, and the bottom card showed itself to the better, who remarked, "Mr. Dealer, the first thing you know, you will be making a misdeal, for two cards have just come off together." The dealer replied, "O, that makes no difference, as I shall shortly deal off two more together." And soon again two more came off together, and the man lost his bet, and said to the dealer, "I don't know that there is any difference in your taking one or two, but one thing is certain, the deals are very short, and I lose." This better was quite ignorant of the game, and none were present to see justice done him. The dealer was well aware of the man's ignorance, and that it made no material difference whether he discovered the cheats or not. Had there been any one by that the dealer cared for, he would have been more particular.

Box number eight. — This box has every appearance of a box perfectly fair, and is without any of those extra springs on the top to lock it. The deception of this box lies in the front part of it, which is separate from the

other part of the box, and sets in a groove, so as to allow it to fall or rise up. From outward appearances you might judge the plate to be solid; but you can unscrew it, and take it out of the groove without any difficulty. This plate is set on two pieces of metal — those to which the springs that raise the plate on which the cards are placed, are attached. These pieces have under them a small spring; this is set in the bottom of the box, and those two pieces are always fastened with screws, from the outside of the bottom of the box; but the two screws on the side next to the front are the only screws that take any hold on this piece; the others are false. The heads of the four screws serve as feet for the box to stand on; and when the two false screws are pressed, they will raise the end of the piece on the inside of the box, and the other end, near the front side, sinks down; as there is enough taken out of the bottom of the box to let the pieces that hold the springs in their place drop in. There is, also, a secret spring under the piece that bears the front plate up all the time; so that there is never more than room enough for one card to pass out at once, unless it is wanted to be there; if so, the dealer will bear down on the hind part of the box, just over the false screws, and they push up the back edge of the plate, and the front side falls and lets down the front plate sufficiently for the two cards to come out of the mouth of the box. And as soon as these cards are out, and the pressure on the hind part of the box is at an end, the front plate rises again, so that but one can come out. The two pieces hang on pivots, and there is a small spring that bears the end next to the front plate up, and the other down; and when the back end is lifted up by the pressure on the two false screws, the

front will fall, and with it, the front plate. But when the pressure is removed, the spring brings every thing to its place. The box is locked by pushing the two outside springs that bear up the plate which holds the cards. They, for this purpose, are pushed in towards the front of the box; and if a new dealer gets hold of this box, he may press as hard as he will, and but one card can be got out at a time. Then, if the springs be pulled back again, every thing is loose, and two can be got out as easily as one. This box is used a great deal at present, and has deceived many old gamblers, who thought themselves able, at one glance, to tell the secret of any box, but were deceived by this. The generality of players now do not fully understand this box, and those that do are they that are making use of it.

This box, very often, after close examination, is thought to be a very fair box. The reason of that is, that the machinery lies hid, and cannot be seen by looking into the inside, as in other boxes, when the lid is off; but if this box is opened, there is no visible machinery. The reason that so many different men lose on this game is, that the improvements and advantages introduced by the dealers are such, that they can with great facility beat any and every one that will bet on it. Sometimes one dealer will go to another dealer's bank, and bet against him, and, after looking at his box, and finding it different from the one to which he is accustomed, (and never having been shown the advantages of it,) he will be apt to pronounce it a fair one, and then say to himself that he will bet against him, to show him that he cannot win with the per cent. that Hoyle gives. He then bets foolishly, thinking that he can break up the bank, and the bank breaks him, and he is classed

among the many unfortunate persons that commenced with the same hopes, but lost their all in trying to break the bank. This is an almost every-day occurrence among the men who are playing the banking game for a living. Many of those men have become so hardened and desperate, that they actually think that this game, when played on the square, (that is, played without cheating,) has no advantages of the betters; but they are like the man who repeats a lie so often that he believes it to be true. When a man learns to deal faro, he learns from another who will tell him that the game has no advantages of the betters. "We must cheat," say they, "or we cannot make any thing." The new player takes his word, and begins to learn to cheat; still believing that the game has no advantages but such as he introduces. And in a few years this man would be willing to declare that the game played on the square has no advantages. But if the reader will look at Mr. Hoyle's tables, who always calculated for fair play, he will see a refutation of this idle conceit.

The cheats of this game are continually changing, and one box will soon be superseded by another. Number 1 will fall by the introduction of number 2; and so with the whole series, each appearing fairer than its predecessor, yet in reality it is fouler; and so will they continue to be until they are all superseded by the universal prevalence of genuine morality. For penal codes have ever failed, and ever will fail, to suppress great and widespread vices, like that of gambling, the votaries of which are ever planning ways and means to evade laws which conflict with their darling avocations, which destroy peace and happiness on earth, and prepare men for that doom in a future world from which there is no redemption.

Deceptions used in the Game of Faro.

The latest kind of boxes introduced are boxes with the face or top open, all except a little place at each end, and the cards in the box lie face upwards, and the top card is exposed all the game through. These boxes, as to all external appearances, are exactly like the others, except the opening at the top. It is made solid, and soldered together; but the bottom is so made that it fits on so that it cannot be taken off: yet it is separate from the box, and is held on by a kind of cornice. The ends, sides, and top, are one piece, and cannot be separated: the bottom appears to be one piece, and seems solid: it is put on after the box is made. This box has springs to lock it with, the same as in the other boxes. This box has two bottoms, and between them there is much machinery, which enables the gambler to practise the same cheats with it as with its predecessors. The front piece of this box is deceptive as well as the bottom. This box, also, is locked by secret springs, the same as others are, when the plate is dropped. But instead of the plate dropping to let out two cards, the top rises from it. This is done by the deceptive machinery of the box. I cannot give such a description of this box as to enable those who know nothing of the game to have any thing like an adequate idea of its deceptive operations. The machinery works as accurately as clock-work, and I have no doubt of its being as nice and compact a piece of rascality as the ingenuity of those men ever contrived. It is so neatly made and put together, that scarcely one of a thousand would dream of its being deceitful, or that dealers could cheat with it. But I can assure all, that there are none of the boxes used, but that the dealer can use greatly to his own advantage in deceiving and cheating you. The players, many of

them, are at this day trying to introduce the box number 1, on the plea that it was invented at a time when the people did not understand cheating or taking advantages. But let me tell all, that this is only a trap: none of them are free from deception; trust none of them; they are serpents that will bite, and that severely, if meddled with. Men who follow this business become so hardened, that they readily believe that they must make use of every possible means, not only to cheat those who are not gamblers, but they will tax their ingenuity to the utmost to cheat one another. And they are continually trying new plans and cheats, on the plea that if we do not succeed in introducing a new cheat effectually, we lose nothing by it but the trouble of trying. They are, therefore, constantly practising cheats on one another.

There are many dealers of faro, who are not aware of all the cheats and deceptions that may be put in practice with these boxes. This class of dealers can be told at a glance almost by the accomplished dealer, as soon, indeed, as he has taken the least notice of their peculiar manner of dealing. The sober gamblers have a great advantage of the drunken gamblers; as, when the latter get drunk, the former can cheat them with the same ease that they would a man who knew nothing of gaming. Yet there are few gamblers who do not drink more or less; and when they have been fortunate, they are liberal in treating every body and drinking with them, and often get drunk in that way. Then comes a sober gambler, and invites him to the card-table, and ten to one, when he leaves the room, he leaves it penniless or next to it. And then the man who won his money is more than likely to lose it in the same way again; thus

their ill-gotten gain flies from hand to hand, and none of them are ever rich.

This class of men pay great attention to their dress; which, when not gaudy, is at least rich and fashionable. This they consider very essential to aid them in their designs; as by it they expect to command respect and attention, and to induce people to think they have plenty of money. And those who are at all disposed to gamble, will sooner play with such men as I have been speaking of, until they had lost their all, when, if they had beat them, they could not have made any thing; but such is the propensity of certain players for play, that when they once get at it, they only stop when their money gives out. I was well acquainted with the circumstance of a young man starting to go to the Hot Springs of Arkansas. He was a man who had acquired, by honesty and industry, about nine hundred dollars. He had been in bad health for some time, and concluded to visit the springs to recruit his health. On his arrival at the mouth of White River, he was detained for a boat, and while there, he was induced to play cards. I am unable to say, at this time, what was the game that he played, but he won some forty or fifty dollars, and the game broke up. After the game was broken up, one of the gamblers pulled out a button, and bantered the young man to win it at faro; and he pulled out a quarter, and bet it against the button, and the banker won. He tried again and again, until he lost some three or four dollars, trying to win the button, and then quit and went to bed. The banker had now several persons betting small bets on the game, and had won some eight or ten dollars, and there was quite a noise and bustle going on. The young man, who had quit and gone to bed, got up, and felt a

strong propensity to win all. He began betting on the game again, and in a short time lost the whole of his nine hundred dollars trying to win a button; for that was all he could have won, as the man had no money at first but what he had won from the young man. This presents a lamentable picture of the influence of this wicked practice when once commenced. This young man was obliged to make his way home without his health being benefited, and without his money.

What a theme for the moralist and Christian to contemplate! A mind so reckless, so under the influence of his wicked propensities, as to risk and lose his all, and reduce himself to beggary, when the most that he could have done was to have obtained possession of a worthless brass button! This was a young man, too, of good standing, and was regarded by his acquaintance as a man of good sense. But see what excitement will do when a man will give way to it!

In the state of Tennessee, when laws were made to put a stop to this game, the dealers took out the sevens, and played the game with forty-eight cards instead of fifty-two, and called the game "forty-eight." This, they would tell the betters, was to evade the law, which made faro a highly criminal game. But they only made this excuse to make the per-centage greater in their favor, as it rendered the chances to be "split" much greater than before. This, the dealers often say, is no advantage; but this is false. The better never wins on a split, and the dealer always wins half; and yet he has the hardihood to say that it is no advantage to him. Then there is what Mr. Hoyle calls "hockelty;" this is when the card on which the better is betting is the last card, and the dealer takes all the stakes. This hockelty increases

Scene in New Orleans. — Page 149

their advantages about fifteen per cent.; and there is a man to keep calculation of what cards are out, in order that the betters may have no excuse for being caught in hockelty; but they cannot avoid it; for when a bet is made, it cannot be withdrawn until it is decided. They say that the betters may avoid being caught in hockelty by connecting or including some adjoining cards. But should those they would be allowed to connect be out, they cannot reach more than to the second one from the one the better is on. When there are five cards in the box — one case (odd card) and two doubles, (such as two fours and two sevens,) this is called "double-cat-harp;" when these are in, one odd and one doublet, it is called "single-cat-harp." Then, if a man wishes to, he can bet and lose one half or the whole. If the single is in hockelty, the dealer wins all; and if the better has bet on the double, and there should be a split, the dealer wins one half. By this advantage I have known men who dealt this game in the south, in the course of one season to make thousands of dollars. By hockelty and splitting, many men have experienced great disappointment on this same device of hockelty.

There is one instance which I shall never forget. It occurred in New Orleans in or about the year 1833. A planter who lived near Vicksburg was very fond of play, and went to New Orleans to trade and sell his produce; and while there was invited to a faro bank. He lost, and during his play he was caught in hockelty for twenty-two hundred dollars at one bet. The dealer had won from him about eighteen thousand dollars, and this bet was the last of his money. The effect of this loss may be more easily imagined than described. He, in a few moments, drew a pistol and blew out his brains. I have

no doubt but that the citizens of Warrington, Mississippi, will know the person here spoken of, as I understand that his family and relatives lived in or near that place. Such have been the baneful effects of this game, that it was almost a daily occurrence for some one to stab or to be stabbed in the vile haunts of these wicked men, to whose influence there are no bounds. Frequently a beloved son, whom some fond father has sent to the south on business, and expects that his morals and manners will be improved by his increased knowledge of the world, is rendered, by coming in contact with some of this class of persons, a very desperate man, and is won over to every species of dissipation that he has been brought in contact with.

In the years 1831, 2, 3, 4, and 5, I have no doubt but that as many as three fourths of all the citizens of Vicksburg were more or less addicted to gambling. Who does not remember the horrid affray that occurred in the year 1835, in that city, growing out of this vice? A number of persons assailed a gambling house, when some of the gamblers shot one of the citizens and killed him. The mob increased, and five persons, two of whom were known to be gamblers, (and if the other three were not, they were found in their company,) were hung without judge or jury! Think of these scenes, ye moralists! and say, shall gambling and its attendant evils go on, and not an effort be made to check its deeply demoralizing influences? During this time, gambling so prevailed in Vicksburg, that those citizens who did not encourage the gamblers, were continually exposed to the insults of those desperadoes; and those who did encourage them by playing with them, were constantly exposed to their villanous frauds and cheats. This class of men had

become so entirely regardless of all order and decency, that they cared nothing for law, nor had they any respect for any person; and would, for the slightest offence, as soon spit in the face of the most respected citizen as they would kick at a snarling dog. This course of conduct, doubtless, had much to do in bringing about the outbreak, by which a number of these persons suffered a cruel and lawless death; all these evils being occasioned by tolerating and encouraging Mr. Hoyle's scientific amusements, (as they are sometimes called,) the introduction of which has caused more misery and ruin than any other species of vice practised in modern times.

Many men will play for amusement only; but they soon find some to flatter them, and tell them that they play well; yea, well enough to venture to play against any of the gamblers. Thus their vanity becomes flattered, and they seek to try their skill against some well-known player, and soon become ranked among the habitual if not confirmed gamblers. And if they are business men, their profits, and frequently more, are spent over gambling tables and in bar-rooms. And if they be men who have their riches in ready cash, it soon all goes in this abominable way.

Although many parts of the south are much infested by gamblers, and many of the inhabitants encourage them by playing with them, it still sometimes meets with great opposition; and there are many instances of the citizens refusing to encourage this vice. I will here give a short account of an occurrence in Columbia, Arkansas, in the year 1835. A man went there and commenced dealing faro. There was no doubt of his being a very desperate man; but still he was encouraged by many in this game, though known to be a very bad

man, and brother to the notorious land-pirate of Tennessee, who had been but a short time before taken off for his many misdemeanors in that state. This faro dealer in Arkansas was one night playing as usual, when suddenly the lights were put out by some in the room, and he was then literally cut up; one of his hands was cut entirely off, and he was most horribly mangled. Several stabs penetrated the region of the heart. He, however, escaped out of the house, and ran a short distance, and fell dead. Several persons were arrested, but no convictions ensued. The citizens generally approved the act, and thought it a good thing for the community that they were rid of such a man, even by such means. O! what a lamentable state of society and morals, when gambling is encouraged by one portion, and cold-blooded murder and robbery justified or excused by the other. The town of Columbia has suffered as much from faro as any other place, for the number of its inhabitants. Often, when men lose their all on a game, they become reckless and desperate, and are willing to sacrifice any principle, or stoop to any depth, to be equal with those who have swindled them. A circumstance of this kind happened also at Columbia: two eastern young men, very richly attired, came to that place to open a faro bank. They played and won, as dealers generally do, and had won a great deal from the raftsmen. Many of these had lost their all, and had become quite desperate, and set about planning means to get it back again; and one of the most daring called around him a number of those who he knew had lost, and said, "Boys, I will give you all a stake; do you go up and be at play, and soon I will come in, and while you are all busy playing, I will blow out the candles, and then every one of you

grab at his checks, and we will then compel them to redeem them all; and by that means we will get our money back again. We have worked too hard to have these gentry go off with our money in this way, without giving us a fair show."

All joined in this plan with one accord, and only waited the approach of night to put it into execution. These checks are of ivory, and are near the size of a dollar, and are made to represent money. The bankers will have some four or five hundred of these. About half are made white and plain, and are generally used to represent one dollar each. The balance are red, and have the figure 5 on each side, and each one represents five dollars. Sometimes they will have ten dollar checks. On beginning, a better may hand the dealer fifty dollars, and he gives him twenty-five one dollar checks, and five five dollar checks; and then, when the player stops, he redeems all the checks that are out at the prices he put them out at. Night came on, and the dealers began their game, and were winning all before them, when suddenly the lights were put out, and a rush made for the table. These men had heard of the similar affair which happened there before, when the dealer lost his life, and they were almost frightened to death, and made their way out of the room as fast as possible, leaving every thing behind them — their money, checks, and boxes. I have no doubt but that they seriously apprehended sharing the same fate of their predecessor; but the men who blew out the lights, did not wish or mean to injure their persons in the least degree, and finally succeeded in persuading them to go back into the room and close their game. They returned, though much

frightened. Their surprise was very great when they found their checks all gone, and not a dollar of their money disturbed.

They asked one man how many checks he had; as they knew he had about one hundred dollars worth, which they had sold him. He handed them about that amount of checks, and they paid him the money for them. Next a heavy-set man — a real blusterer, and apparently about half drunk — came forward, taking a handful from both coat pockets, and piled them up on the table, and demanded the money for them. They began to protest against paying for them, but still were afraid to say that he did not win them. They said they did not think he was entitled to so much money, for his checks amounted to near four hundred dollars. He then pulled out a long bowie knife, about fifteen inches in length, and said, "If any man says these are his checks, let him lay hands on them." Another voice, from a distant part of the room, cried, "Out with the lights!" at which the faro gentlemen took fright, and paid him. As soon as he was paid off, there stepped forward a very tall, meagre-looking man, who appeared as though the fever and ague had been very bountiful in their visits to him. He reached over from one to two hundred dollars to them to be redeemed. This they swore they would not pay one dollar of; they said he never had fifteen dollars in his life, and from all appearances they seemed nearly right. He replied, "Well, gentlemen, I will make out as if you have to give me the money for every check I have here." He then asked the raftsman to loan him his long knife, who answered, "No, do you commence the fight, and I will do

the carving." At this they again took fright, and paid the checks. The fellow took the money, and was a long time counting it, for fear they had cheated him.

Checks still continued to be handed in until the gamblers had nearly redeemed all; when an old, lame man (who stood back, waiting patiently his turn) stepped up, and said, "Every body knows you will pay me." This man had made a grab among the white checks, that were worth but one dollar each, and was sadly surprised and disappointed that his checks amounted to no more. He still held them in his hand, some sticking out between his fingers, just as he had grabbed them; for fear that, if he laid them down, some one might snatch them from him. They silently paid the old man, and closed their game in that place, having quite enough of the raftsmen. This affair took place, I think, about the beginning of the year 1839.

There are many men who follow this business that are considered very rich; but there is no stability in riches acquired in this way. It comes easily, and goes in the same way. Some four years since, I knew a man who was considered immensely wealthy, and who had about him, and following him, some fifty of this class. He was then thought to be worth from two to three hundred thousand dollars. He had one horse that was valued at twenty-five thousand dollars; but his riches have nearly all fled as they came, and he is not now worth ten thousand dollars. I have often known his expenses to reach from fifty to seventy-five dollars per day, for weeks in succession. I also knew an aged man in Washington city, who was a sportsman, and one among five that might be selected among this class, out of perhaps one hundred thousand in the United States, that might be

considered responsible for what they would promise, either in gambling or any other transaction. This old man was worth, at one time, without doubt, two hundred thousand dollars, but by the hand of intrigue, he, like many others, fell to rise no more in his splendor; and now he is living on the bounty of his old associates.

In New York city I knew a rich man, who lost at the game of faro something like eighty thousand dollars in a few days, and then tried to borrow some portion of it back. Although the sum he required, I think, was only three thousand dollars, which sum, he said, was not his money, but that it was left on deposit with him, the winners turned a deaf ear to the solicitations of this now ruined man — and he committed suicide by shooting himself; and after his death, they presented his wife some five thousand dollars, which was indeed but a poor compensation for the loss of a husband, happiness, and fortune.

Besides the boxes I have spoken of, I will now expose an ingenious table made to deceive those who bet against this game, however smart they might be. This table is put in a room adjoining another room, and stands up against the partition. There is a hole in the partition about ten inches square. The top of the table hides this hole from view, and there is a trough or box in this table, and one end of it is up against this hole, and is left open. The other end of the box extends half way across the table where the dealer sits. There is, besides, a hole in the middle of the table sufficiently large to let ten or twelve cards pass up through it. The table is covered all over with a cloth, and has a small square cloth in the middle to shuffle on. Near one end of this cloth is the small hole which lets up the cards. The

dealer will have many packs of cards to deal from, and perhaps never deals from the same pack twice in succession; and, generally, there will be from six to ten taken out of every pack, and will be in the possession of a secret partner, who is stationed in the other room. Each pack is numbered, and the partner well knows what particular pack the set of cards he may have belongs to; and they are in his hands to be stocked, or so arranged as to make betters lose. When the dealer has shuffled, and is nearly ready to deal, he gives, by means of springs which he touches with his feet, signs to his partner what number he wants; that is, the pack he is now shuffling, and every pack he uses, the secret partner has a portion of them, and arranges them, and conveys them to the dealer when he wants them. This he does by means of a rod, to one end of which the cards are attached, and then they are conveyed along under the table, and their ends come up through the little hole, and they are seized while in the act of shuffling, as they come up directly under his hand, and no one can discover him in the act. The cards so arranged are then placed on the top of the pack by cutting; and then, when there are but few cards left in the pack, the better, to avoid splits, will bet on a single card, and be certain to lose; and if he should bet on any thing else, he would be split and lose half. This is one of the smart deceptions put in practice to deceive old gamblers. This class of men, by means of such artifices, are enabled to live in the most sumptuous manner, their houses furnished with the most costly furniture, and every thing in the most gaudy style; and they and their families live in ease and luxury on riches that are acquired in a way that is as reprehensible as if they were obtained by high-

way robbery. Friends and acquaintances flock to their houses to enjoy themselves, and partake of their ill-acquired luxuries, without thinking of the manner in which they were gotten.

This class of men live in great splendor at all times, even in their faro rooms. They will have their rich suppers at eleven and twelve o'clock at night, with plenty of the richest wines, as champagne, &c., and the faro dealers will laugh in their sleeves at the pleasing prospect of making the company pay dearly for the entertainment. These rooms are quite numerous in New York and other places, and the proprietor will have secret partners,* who are following various kinds of lawful business, and whose duty it is to delude and lead to these haunts as many victims as possible. And the success with which they accomplish their infamous task, let the ruined happiness and fortunes of thousands testify. Frequently a young man will be asked to walk out with a business man, with whom he becomes acquainted, and he will be asked into a nice place to sup or take refreshments with him. And while at supper he will say to this young man, "A few nights ago, I was in that room, and won two hundred dollars, and after supper I will win a thousand, or give them back what I won." This is all false, and his design is only to induce you to play, that you may lose your money.

I have here detailed the principal cheats that are practised in this game; and though I have not spoken of every box in use, yet I hope I have given enough to

* Those secret partners, by gamblers, are termed *ropers*, or *stool-pigeons:* their business is to delude the inexperienced into their dens of iniquity.

apprize all that there is an immense system of trickery and cheating going on in all these games. It is not to be expected that persons ignorant of the game will fully understand every thing here said; but it is, nevertheless, true that I have not written to assist the game of faro, or any other game; but to apprize persons who bet on games, that they can be cheated and swindled at almost every touch of a card, and should avoid them as they would a venomous serpent. I have studiously endeavored to avoid writing so as to give any further knowledge of the game than is possessed by the generality of players. It is not my object to teach the games, but to expose their evils, and thus induce all to quit them. As to what I have here said, thousands upon thousands can testify to the truth of it. And I think there are very few persons that can play cards at all, but will, immediately on reading these expositions, see the truth of them, and the improbability of avoiding the having such acts practised upon us so long as we shall continue to play. All know and have seen something of the evils of gambling, which are annually working the irretrievable ruin of thousands; and I trust that what I here say may contribute, in some degree, to arrest the progress of this overwhelming, this desolating tide.

ROULETTE AND ROLLING FARO.

These are two very fascinating games, and are played mostly on race-fields, and other places where there are large gatherings. Mr. Hoyle, in his Treatise on Games,

has said nothing of these. I am not able to tell whether he was ignorant of them or not; but if he was acquainted with them, the reputation of introducing such base games into his book, may have deterred him from doing so. For he could not be conversant with these games, and not know, at the same time, that the chances of winning were nearly all on the side of the keeper of the wheel, or that he who bets against the wheel can win only when the keeper chooses to let him.

As Hoyle has left them out, I feel it to be my duty, in pursuance of my original plan, to say something of these vile swindling machines; than which, baser ones do not exist. The name of having introduced these games, would, if the inventor were known, be sufficient to consign his memory to everlasting infamy and disgrace. Rolling faro seems to be a branch of faro: the machine is placed upon a wheel like the roulette, and has cards painted on its face, and other cards painted on a cloth, which is spread on the table for the players to bet on. This game is calculated to do great injury, as it appears so very fair, that persons will often be led to bet on the game on account of its apparent fairness. The wheel is placed on an upright axle, and this axle is placed in a frame to run, and the frame is supported by three legs, and the whole rests upon a table. This wheel is turned, and the ball rolled round, and a man may bet upon it when he pleases, and can never win, if no one but himself be playing; and if there *should* be others, the keeper of the wheel will always win the large bets. And very often, when large bets are made, it is by some secret partner of the wheel, who is betting, and is only suffered to win to entice others to bet, who always come off losers; for every chance is against their winning.

The wheel, which seems solid, has a great many pieces of machinery in it; the whole of the inside is full of machinery, which it is impossible here to explain so as to be fully comprehended; but it is so constructed, that the principal lever, that acts upon every part of the wheel, runs down the leg next to the keeper; and when a man takes a column that has any particular number in it, say ace, and the ball is about to run there, in the twinkling of an eye it is, by means of this secret machinery, thrown out of its course, into another, and all with so much dexterity that it is impossible for the eye to detect it, even though the better should watch with the utmost vigilance: in spite of his most diligent inspection, the ball will be thrown into another column, by means of the secret springs just alluded to, the keeper rattling his money all the while, that the click of the spring may not be heard by the man who is betting against the wheel. With these odds against him, a man may bet all his life-time on it, and he will never win a single bet, unless the keeper should choose to let him, in order to entice him still further on.

There is another wheel played quite similar to the above described. In it there is a piece of iron running from the leg to the one that turns the wheel, and when he perceives that a large bet is about to be won by his antagonist, he can with his leg push the iron to the right, and it raises a small piece of tin at the entrance to the column on which the large bet is made, and the ball, being not able to run into that column, passes on to another, and the tin immediately sinks down out of sight again. To keep it from rolling into the black column, the iron is pushed to the right, and to keep it out of the red, the iron is pushed to the left. By these means, the

ball is always prevented from going where the keeper wishes it not to go. Many persons will sometimes bet on this game, on condition of being allowed to double as often as they may choose to do so; yet they can never come off winners.

There is another wheel of the roulette kind, where the keepers bend the brass or tin bars where the ball runs in; and when it is wanted to run into red, the ball is thrown to the right, and when on the black, it is thrown to the left. Very often the ball is thrown, and if the man who bets is about to win, it is caught and thrown over again: in such cases, he always loses; but if he is about to lose, it is suffered to run on. These wheels, even without patent advantages, and played as fairly as they could be, would make the odds against the man who bets as much as five to one, which would of course cause him to lose five times out of six upon an average. But this the gamblers are never satisfied with, and have invented numerous patent means, by which they are able to win every time, if they choose to do so, and particularly when large bets are made. These wheels are as fatal as faro, but not quite so fascinating. They are all played by about the same class of men. Ask these men what advantage there is in their favor, and they will answer, about five per cent. They will explain to you that if the ball runs into the eagle, or the double O, or single O, you lose; these they will say are all the advantages possessed by them; but this is all false; for, besides having color for color against you, they have the eagle and the single and double O, and in addition to all this, *the secret springs*, which they always have it in their power to use: with these odds, it is plain that a man can never win when the keeper chooses that he shall lose.

CHUCKER-LUCK.

This game is sometimes called *sweat-cloth*, and is mostly played by the lowest class of gamblers; though sometimes played by men who have the hardness of face to call themselves gentlemen. This game is played with three dice, which constitute a set, and a box to throw them from, similar to those used in backgammon. Most of the faro dealers understand this game well, and if a man should wish a game, and will hand one of the faro dealers a box and a set of dice, he is perfectly at home, and master of the business. To play this game, there is a cloth, having the figures 1, 2, 3, 4, 5, 6, painted on it; and on these figures the persons betting place their money. These constitute the necessary implements for the game, and when a man bets on one of these figures, and the dice turns up the same, he wins; and if he should bet on a three or four, or any other number, and all three of the dice should turn the same number, he gets paid three times the amount he had placed on that number; but he always loses when a different number is turned up to the one he is on. The players of this game, in order to be sure of winning, have generally three sets of dice, and all these are loaded with some heavy substance, such as quicksilver; and when they wish to throw fives and sixes, they take a set that is loaded, so as to turn up those numbers. If fours and threes, they will catch up another set; and if twos and ones be wanted, the third set is used: thus the person betting on this game is deprived of every chance of winning a single game.

There is, besides this, a plan far superior to that of loaded dice, put in practice by these gentry; this is what

is called *palming;* and when this is practised, there is no occasion for loaded dice. If a man should bet on a six, the man who throws the dice will take one or two of the dice of some other number than six up, and hold the dice with his little finger, then shake his box, and at the instant he throws it, he dexterously conveys the dice under the box, just as he turns it down, and none can tell but that all were shaken and thrown together. In such cases, even if there be no loaded dice, the man who bets has but one die out of three, that he can hope on getting a six from, and then he has but one side out of six from which to get his number, for that die has six sides; thus his chance for winning is very small. There are other occasions where the player will palm all three of the dice, and rattle his fingers inside of the box, and make them sound as the dice would sound if they were inside. Besides these cheats, boxes are often made with a false or loose bottom, so as to rattle, when shaken, just as though dice were in it; yet he palms all of them, and throws any thing but that which is bet on; thus winning all that is bet. A man, against these odds, may bet and double as long as he has a cent to bet with, and he would be certain to lose in every solitary case.

There are often men who act as bankers for a large number of this class of persons of which I am speaking. These men come into the possession of large sums of money, and then will loan it on advantageous conditions to others of their class to operate with. And men may be frequently seen (whom we might suppose to be men of honorable business) following persons of this description, as they mutually aid and assist each other, by operating in each other's favor. Many of these men, when not at play, assume the dignity of gentlemen; yet it

would be a hard matter for many of them to point with truth to any period of their lives when they were considered reputable by the respectable portion of those who knew them.

Besides the games here mentioned, I have no acquaintance with any that are played with dice. But if there be any, or should any come into vogue, I have no hesitation in giving it as my honest conviction, that they will be found to be as full of deception as those I have named. Should the utmost fairness be used, the odds are greatly against a man in betting on dice. The most favorable chance he has of getting any number he may bet on, is two against him to one for him; this is with a single die, and the odds vary from this until they reach a maximum of thirty-six against him to one for him; this is with two dice; and of course, three dice would still widen the difference. Any person having a curiosity to know the exact chances for and against any particular throw, can gratify his curiosity by inspecting Mr. Hoyle's tables in the game of backgammon, where these odds are all accurately calculated, and he will find that I have not misstated them in any degree.

VINGT-UN, OR TWENTY-ONE.

This game was known to Mr. Hoyle, as he speaks of it in his Treatise. The game is well known in the Southern and Western States, and is a great deal played by all classes of gamblers, and, like every other game played by them, is subject to innumerable cheats from

beginning to end. The deal, in the first place, is immensely advantageous; the dealer is the banker, and the last to decide his own hand; that is, every player around the table must draw cards, and complete their hands before the dealer does his own hand, and in so drawing, half, or even more of them, may overdraw, and will have to pay the banker, before his own hand is decided. The banker has much in his favor without trying to cheat; and the professional gambler, who, with all his arts and intrigues, sits down to deal this game, will, in all probability, win, on an average, seven times where he loses once; and still the ordinary player will have no room to suspect fraud, as he cannot detect it with his eyes, and if he should partially discover, or intimate that he thinks some manœuvre was not according to his notions of propriety, the dealer will, with the strongest protestations of honesty, quell his fears, and instantly practise another cheat upon him. And, then, the gambler has the additional advantage of knowing every card by the back, and knows what a man has in his hand when he calls for another card. He will then try to overrun him, and if the card on the top of the pack, which he knows by the back, will not do it, he will deal the second from the top, which probably will. This he will do by elevating the end of the pack next you, and letting the top card slide a little down, so that his thumb can reach to the end of the second, which he will deal off to you.

In this game it is very common for the dealer to have secret partners, who, it would be supposed, were playing each for himself, but in reality they will play for the benefit of the bank only. One will sit immediately on the right of the dealer; this partner knows what the dealer has in his hand, that is, lying on the table back

up, by the backs themselves; and he will draw card after card, until the top card of the pack will be just what would make the dealer's hand a winning hand. Now, this partner, from dealing so many cards, will be more likely to be burst, that is, overrun twenty-one; if so, he will throw up his hand, and pay the bank. This is all sham; for whatever the bank wins of the company, he gets his share of it when they are done playing.

Very often, persons unacquainted with the intrigues of this game, will be tempted to deal, or open the game; and, notwithstanding the odds of the game are in favor of the dealer, if he should get artful gamblers at the table, they will beat him. If an ordinary player should get at play with only one of the patent order, he (the gambler) will watch by the backs what the dealer gives himself, and also what card rests on the top of the pack; and if the dealer has in his hand fifteen, and the top should be any thing above six, he will stand, even if he has not more than twelve, knowing that the dealer will probably draw on fifteen; and so surely as he draws, he overruns and loses. This will also be done when a common player is dealing to two good gamblers, who are in secret partnership; the left-hand player will stand; so will the right, in order that the dealer may burst, and both of them win. And when the cards have not the manufacturer's private marks upon them, the gambler will so bend and mark them, as to be able to beat a common player by that means.

This game is played very much on race-tracks, and on steamboats, as well as in gambling-houses; and it is as dangerous a game, perhaps, as any of them; for if a common player sets up a bank, and gets at play with regular gamblers, they, in spite of his advantages, will

beat him out of every dollar. And if he should play against the bank, it is still more dangerous to him; for he will not only have the odds in favor of the deal to contend against, but the professional skill and intrigue of professional gamblers, who will win, let the game be played as it may. Whether they possess the bank, or are playing against it, their skill in cheating and calculating chances are always sufficient to enable them to win by it. I have, during passages up the Mississippi and Ohio Rivers, seen gamblers have three or four sittings every day, from New Orleans to Louisville, at this game, and always win; often draining the banker of every dollar; or, if they possessed the bank, they would drain the rest of the company.

There is a method of telling the size of a card by picking the face; and it is quite common for gamblers to deal themselves cards from the bottom in this as well as other games, when those they want to make their hands good may happen to be at the bottom.

I would earnestly advise all men to refrain from this, as well as all other games, for any purpose whatever; as gaming, even for sport, is dangerous in its tendencies, and can bring no good. A man can always better employ his time than in gaming for sport. And if he plays for gain, he is apt to become a very bad man; indeed, he cannot gain unless he makes himself acquainted with, and practises, all the base artifices by which alone a man can depend on making gambling profitable to himself; and the practising of them will invariably render a person a bad man.

THE GAME OF BRAG.

This is a very fashionable and much admired game. It requires a great deal of study and practice to play it successfully, and is ranked as one of the scientific games. It is a great favorite among the sporting gentlemen, and is greatly prized because of its adaptedness to suit their purposes. This game requires an intimate knowledge, and firmness of nerve, in the person playing it, otherwise he may ruin himself on hands that another would win largely on. The necessary qualifications are generally possessed by the professional gamblers, while those whom they may seduce into a game will become excited and confused after a few losses, which they are anxious to retrieve, and often bet unwisely, and are ruined. A man lacking nerve and judgment will be an easy victim of the gamblers, who will know quite well what kind of hands he may hold by his manner of bragging. Inexperienced players will be constantly deceived in this game. Sprightly, brilliant young men frequently allow themselves to be drawn into it by seeing their friends and acquaintances play and win; but in this they commit a fatal error. They will sometimes venture to engage in it on the supposition that some friends of theirs, who are at the table, will protect them from being cheated. This, however, is a great mistake; for this friend may not do any cheating himself, but there may be others at the table who will, in spite of every precaution, cheat the whole company. These things all persons who are conversant with gaming know to be facts; and those who say they are not, should be carefully

watched, and by doing so any one may convince himself that what I shall say is truth.

Any good brag-player will readily acknowledge that he paid very dearly for his skill in this game. Some will say that they always win, and if they do not tell a wilful falsehood, they are men who are continually practising the vilest cheats. This game may be played with comparative honesty, that is, divested of the various cheats usually connected with it; but this is a matter never dreamed of by the gambler. Many men, who are not gamblers professionally, understand the science of the game sufficiently well to beat the gambler continually, if he played without using any intrigue; but the man who plays scientifically, and yet honestly, can never beat the man who is well skilled in intrigue. It frequently happens that one who has been playing but a short time will beat an old and scientific player, who plays with great skill and judgment. This young player, although he has not a good knowledge of the science of the game, knows perfectly well how to steal out cards, and by this means he will beat all players who trust merely to their judgment; for no player who depends on his judgment can contend successfully against the combined frauds of stealing, false shuffling, dealing from the bottom, slipping the cut on top, stocking the cards, and then having a secret partner to cut just where he wishes to have them cut. And if the left-hand player is a secret partner with the dealer, he will place two aces and a bragger at the middle of the pack, and, keeping his little finger between them and the rest of the pack, after he has dealt all around, three cards to each, and the players are looking at their hands, he will slip the bottom cards on

top, and his left-hand partner will throw up his hand, and call for a new hand, when he gets the two aces and the bragger, which will be the best hand out, and he will win all that is bet, for if there should be another hand out as good, he will win by being the eldest hand. All these deceptions are frequently practised on scientific players, without their suspecting or being able to detect them. And in cases where the cards are not advantage cards, the professional gambler will put his own private marks upon them as he is playing, and this will enable him to know the cards by the backs. This artifice alone is sufficient to enable them to beat the best of players who play honestly.

The various combinations of rascality practised by the patent gentry (as they style themselves) are so numerous and prevalent, that some of them may be expected to be used at all times. A man will apparently shuffle a pack of cards perfectly fair, but yet will keep a certain portion of them at the bottom, and then deal them into whatever man's hand he pleases; thereby giving him a hand that he will bet largely on, while he has cards secreted about his lap, bosom, or sleeve, that will beat the hand he gave to the other. I have often known a number of men seated at a table, who were first-class players, but played honestly; and a patent player, who knew not half so much about the science of the game as the other players, would, nevertheless, in a short time, skin the company. These things are of almost daily occurrence, on various parts of the western rivers, where gambling exists to as great an extent as in any other part of the country. Men who are pursuing this business, in their dress and external appearance, generally adapt themselves to the company they may chance to meet. At one time they

are dressed in coarse Kentucky jeans, and at another in the finest broadcloth, and jewelry to match. But notwithstanding their external transformations, they cannot hide the state of their minds; for men who follow this business are generally low-bred, and worthless to the world. And if a man should be every thing that could be desired, and should be so unfortunate as to adopt this kind of life, he cannot remain what he was; his manners, language, and morals are, and must be, continually on the retrograde.

EUCRE.

This is a game much played, but it is not to be found in Mr. Hoyle's Treatise. As it is not my purpose to teach games, I shall forbear to give any knowledge of the manner of playing this game to those that are now ignorant of it. This game is much played in various parts of the country, particularly south and west, as a parlor amusement; and on that account is much more dangerous than if it were confined to the haunts of the gambler; for it is very seldom that youngsters, who acquire a knowledge of gaming in the parlor, confine it to that place; when, in most of such cases, if they had been under the necessity of visiting the haunts of the gambler for their first rudiments, they would never have learned at all. The game is also played by all classes of gamblers in almost all kinds of places; and the young man who has learned this game in the parlor, will, when he is travelling on steamboats, or puts up at hotels, find

what he supposes to be gentlemen, innocently amusing themselves with a game of which he knows no harm; and should he be invited to sit and play, he readily accepts, feeling quite honored at being invited to play a friendly game with strangers, who have every appearance of being gentlemen. The next thing he will be apt to hear is, What shall we play for? Perhaps they will be so very moderate the first time, as to decide to play for a quarter a game; and as he is among strangers, whom he takes to be gentlemen, he does not like to appear penurious, and so suffers himself to be almost insensibly led into staking on a game that he will not be apt to win even once, and all from having learned it as a social amusement in the parlor.

This game, like others, is subject to various cheats, such as marking the cards, sometimes stocking, playing by signs, playing two and three secret partners against one, stealing out and retaining cards from one deal to another; besides, a man will often take, when it is his deal, more cards than his proper number, and secrete some of the poorest until a good opportunity for putting them back in the pack arrives. A jack is the most desirable card to retain, as it will be a trump in two suits. In playing four-handed, the game may be played in partnership. If two of the company should be of the patent order, they are certain to beat the other two players; this they will do by signs previously understood between them, by which they will tell one another what is in their hands, when to turn the trump down, what to make the trump when it is their turn, how to play when it is the other's lead, as follows: A and C are sitting opposite, and are, in secret, partners; B and D are partners, but not of the patent order; B, who sits to the left of C, has

the deal, and plays alone. C knows, by marks, what he holds in his hand, and if he has an odd card that is not a trump, C will give a sign to lead that suit if he has it, and if B's card is larger, C will trump it, and break his march, and B can then make but one point; when, if A and C had not played by signs, B would have made four points; for even if B should hold ace of the suit which A led, he must play it, and C would win it by trumping. Another case in which signs are much used, is this: B may deal, and all the players may pass; B, the dealer, for the want of good cards, turns the trump down; it then becomes A's turn to make the trump; C, his partner, holds a hand sufficient to venture alone; he gives A the sign, and A makes the trump to suit him, and he plays alone, and makes four points, where he might not, but for this artifice, have made any thing. Again, by the artifice of signs, they know how to preserve trumps, and not play two when one will answer: B may lead, — A will not trump, knowing by signs that C, his partner, has a high trump. He will play some unimportant card, and let the trick still belong to B; D may trump or leave it B's trick, but C will by all means win it by high trumping, if he must; this artifice saves A's trump for another trick. Then the cheat of so scratching and bending the corners of the aces and jacks, and some other principal cards, that one can cut so that his partner or himself will get them, is often practised by the patent gentry. In this game, which is played daily on the western waters on board of the various steam-packets, players will often seek to get the officers of the boat engaged, seemingly only for amusement. This is to them one of the quickest and best means of getting at play with the passengers. The

officers of the boat, feeling bound to treat passengers well, will politely sit down and play for amusement, as invited, and being soon called away to their duty, will be very likely to introduce some of the passengers to supply their place. This is just what the sporting man wishes; and soon he will propose playing for cigars, or for their glasses, or the cost of the cards. This passes off very well: he has succeeded in getting acquainted with some of the passengers, and at the next sitting, playing for money will be introduced, and it is generally no hard matter to get gentlemen to play for money; for gambling has become so prevalent here, that few, indeed, think of sitting down to amuse themselves without playing for something, however small the amount; and every man, who is not a professed gambler, is inevitably bound to get up loser. And as one dissipation leads to another still more exciting, so one game leads to another; and often the game of eucre will be laid aside for that which is more exciting and ruinous — the faro bank, for instance, at which nine out of every ten that will continue to bet against it will certainly ruin themselves. And I will here add, let not a man's appearance, or conversation and manners, so far interest you in his behalf as to cause you to consent to take any kind of game with him; for it is running a great risk without an adequate compensation.

THE GAME OF BOSTON.

This game, like whist, is played with thirteen cards, and, some years ago, was a very interesting and fashion-

able amusement, and was a great deal played in all grades of society where games were tolerated at all. But since it has become a sporting game, and adopted by the gamblers, with all their patent improvements, many have abandoned the use of it, as they could not play it from home without being swindled more or less; as frequently, on sitting down to play, there would be two or three against one, and playing by signs, and using other cheats, would win all that was played for. All persons conversant with this game, well know, that if two players of the patent order should be seated with two others who are well versed in the science of this game, and play honestly, it is utterly impossible for them to win. And, besides, this game is so expensive, by the manner in which the bets are made, that a man can very soon run himself out of a large sum of money.

I would here give a synopsis of this game; but I do not wish to teach it to any who know nothing of it, and those that do understand it will comprehend what I say, and know it to be true; while those who do not may be assured that they will be continually cheated and swindled if they should learn, unless they should be so unfortunate as to sink themselves to the grade of patent gamblers. Frequently, when two gamblers are playing against men who play honestly, they will run the honest player's hand up, by bidding on their own, and if they take the bid, and lose, when there are two of them, they lose but a trifle more than if the others had made the trump. But if the honest player should happen to bid one trick more than he can make, he will have to pay them more than the others would have had to pay him if they had lost. This is to them an advantage; for, if four should be playing, and one bids eight tricks, and if each of the others should

pass, and he should not make eight tricks, he loses three times as much as each of the others would lose, provided he should make the eight tricks. And while at play, if a man should bid nine tricks on clubs, and his opponent bids nine on hearts, the opponent takes the bid unless the other will bid ten at clubs; and if that should be one more than can be made on the hand, he will lose, and have to pay at least three times as much as if he had lost on either of the others' bid, instead of losing on his own bid.

There are also hands in this game called "small misery:" in each of these, the person playing it obligates himself not to take a trick out of the twelve, as the rule is for each man to discard one, and yet he follows suit every time he has it, and if he should have one high card, say clubs, and all the rest spades and hearts, he will, if the lead comes from his partner, give him a sign to lead diamonds, on which he will throw his high club, and is then safe. This advantage is gained by the artifice of passing signs from one to another.

One and all who may be trying to make their "misery," will use the same signs, and if there should be any chance of winning by the use of signs, they are sure to do it. This is carried still further by telling one another the strength of their hands, and when any trick is yet lying on the table, one will give his partner a sign that he need not risk any trump — that he is able to win it. By this cheat, very often but one trump is played, when there would have been two played; and they who play artifices and signs the best, are certain of beating the other party.

There are hundreds of advantages taken of the unskilful player, and various cheats continually practised,

as well upon the gambler as upon those who are not acquainted with, or do not suspect their cheats: indeed, the latter class always become easy victims of the rapacity of those men whose trade it is to get money always by deception. Some men, from motives well known to themselves, will say boston is the fairest game played with cards. These men are either telling base falsehoods, or else are ignorant of the game. It is like all other games, and perhaps as fascinating as any of them, but, like the rest, is never played honestly when money is pending. As in other games, I have not attempted to give a full and minute account of all the cheats practised. This, as others, may be very interesting to him that is winning, and the winner no doubt takes great interest in the game at that time; but his interest cannot be deeper and more heartfelt than that of the man he is literally robbing.

THE GAME OF ALL FOURS,

As Mr. Hoyle leaves it.

This game is much played by all classes of gamblers. Mr. Hoyle gives the following rules for this game: —

"The game of all fours is played by two persons with an entire pack of cards. It derives its name from the four chances therein; for each of which a point is scored, viz.: High — the highest trump out; Low — the lowest trump out; Jack — the knave of trumps; Game — the majority of pips reckoned for the following cards, as the players may have in their respective tricks, namely: for

an ace, four; for a king, three; a queen, two; a knave, one; and ten for a ten.

Hand. — The cards each player receives from the dealer constitute a hand.

Trick. — When each player has played a card, they constitute a trick, and the person who plays the best card wins the trick.

Laws of the Game.

1. If, in dealing, the dealer exposes the face of any of his adversary's, or his own cards, a new deal may be demanded.

2. If discovered, before playing, that the dealer has given his adversary or himself too many cards, there must be a new deal; or, if all agree, the extra cards may be drawn by the dealer from the opponent's hand; but if a single card has been played, there must be a new deal.

3. No person can beg more than once in a hand, unless all agree.

4. In playing, you must either follow suit or trump, on penalty of your adversary's adding one point to his or their game.

5. If either scores his game erroneously, it must be corrected, and his opponent is entitled to one or four points, as shall have been agreed upon.

6. A person laying down a high or low trump, may inquire if it be high or low.

Rules of Playing.

1. The game consists of ten points. After cutting for deal, the highest or lowest, as may be agreed upon, wins. The dealer will then give each player six cards, beginning at his left, dealing one or three at a time; after which, the topmost card of the remainder of the pack is turned up, and is the trump.

2. If the card turned up should be a knave, (jack,) the dealer is entitled to score one point to his game.

3. If the eldest hand should not like the cards dealt him, he may say, "I beg;" when the dealer may give each player a point, or deal three more cards to each, and then turn up the top for trump. But if that should be of the same suit as the first trump, he must continue dealing three, and turning up, until a different suit occurs.

4. The cards rank as at whist; and each player should strive to secure his own tens and court cards, or win those of his adversary; to obtain which, except when commanding cards are held, it is usual to play a low one, in order to throw the lead into the opponent's hand.

5. Endeavor to make your knave as soon as you can.

6. Low is always scored by the person to whom it is dealt; but jack being the property of whoever can win or save it, the possessor is permitted to revoke, and trump with that card.

7. Win your adversary's best cards when you can, either by trumping them, or with superior cards of the same suit."

Deceptions used in the Game of All Fours.

This is all that Mr. Hoyle says in relation to this game; and I will now endeavor to show the reader what changes the sporting gentry have made in this game, in order to render it more suitable for their purpose. Mr. Hoyle says it is played by two persons: it is now played by any number, from two to six; but more than six cannot play, for, if there should be a beg, the cards would not go round. When played by four persons, they may, if they choose, play in partnership, as at whist. Any other number than four cannot play in partnership; consequently, each is for himself, and scores his own game. According to Mr. Hoyle, the points to be made before the game is concluded are ten; they are now universally reduced to seven; and the game is most commonly called *seven up*, or *old sledge*. This reduction seems not to have satisfied the desires of the gambler; for short games, of quick termination, it is reduced to five. These games are substantially the same, the only difference being in the number of points played for.

The game of all fours, seven up, five up, or old sledge, has, perhaps, as many advantages for gamblers as any other game that is played by them, and, consequently, as many inducements for them to master it. There is no game so generally known by all classes of persons, and very often it is learned in the parlor at a very early age. Children, of both sexes, under twelve years of age, often play well at this game. Hence the professional gentleman will find victims at this game, when he might in vain seek for one to engage in any other. The gentleman of ease, the merchant, the clerk, and some of

almost all classes of persons, will engage in this game. Perhaps, at first, merely to while away a few leisure hours that pass heavily by, and in order to divert the mind, they will make the game interesting by making small bets, which generally have the effect to engage the man's whole mind in what he is then about; and thus is the desire for amusement and diversion, coupled with a probability of gain, so fed and strengthened, that it ere long grows into a passion for the card-table, as strong and as difficult of restraint as any passion that actuates the human bosom.

This game is subject to nearly the same cheats that whist is, viz.: marking, stocking, stealing out cards, and playing by signs, besides some other cheats that cannot be introduced in whist. Marking, stocking, and stealing being described in whist, it is unnecessary to do it again here. In all fours the best cards to steal out are the ace, the deuce, and the jack. After having possessed themselves of these, they will make a trump of the suit they have stolen, by slipping the cut. Suppose, for instance, the dealer has three points to make; he steals out the ace, deuce, and jack of one suit; he then makes that suit trumps, and his adversary leads, generally, some low card, in order to turn the lead to the dealer. The dealer then plays his jack, and saves it, and then shows ace and deuce, and is declared out. In such cases, he may or may not keep all the cards he has in his hand, as the cards are scarcely ever counted when one shows out; or if he is afraid of it, he may put three low cards in his lap, or he will palm three; by either of which tricks he hides his theft. The cards, in this game, are marked in the same manner, and for the same purpose, as they are in whist; that is, that they may be known by their backs.

Stocking is practised more, perhaps, in this game, than in whist, as it is more easily done. As the cards are not shuffled as much, it renders stocking far more easy and certain. The object of stocking, in this game, is to get high, low, jack, and ten of a suit, and make that suit trumps. By slipping, they are often stocked as follows: while gathering the tricks that have been won, the player who intends to stock, will put three low cards on the top of three high cards; and, his deal coming next, he keeps them at the top by deceptive shuffling, and places one of the same suit as the high cards were of at the bottom, and then he slips the cut. And if he is playing two-handed, he gets the second and third; or, if four-handed, his partner gets them, which is all the same. And then, while dealing off the last card, he very adroitly turns up the bottom card for trumps, and is not suspected, as it is very common for the dealer at the last to deal off four cards, and let the bottom one of that four fall face up for trumps. But instead of all four coming from the top of the pack, the fourth one is from the bottom. This trick, from its being so simple and easy to perform, is often practised.

Watching the tens. — As the tens and aces are of much importance in making the game, they are particularly marked and watched by the gambler, so that he can make quite accurate calculations as to the amount of game that is out, and will know how to play accordingly. This, of course, is not thought of by any except the professional gentry.

Turning jacks every deal. — This is a gross deception, accomplished by stocking and dealing from the cut. The professional gentry do it as follows: they will take a jack of a suit, and place three good cards of that suit

upon it, and then three low cards of some other suit on these again; they will then keep these cards on the top, and not alter them while shuffling. They are then cut by the other party, and the cut lies on the table until they have dealt and turned a trump; which they carelessly throw on the cut, and then lay down the pack and look at their hands. Now, if you beg, he picks up the cut that has the trump on it, and deals from it, and gives his opponent the three low cards, and himself the three high cards, and turns the jack. The opponent not bearing in mind that the trump was placed on the cut, the deception passes undetected.

Changing packs, or wringing in cold decks, is practised in this game to a great extent, and of course any kind of a hand the person wishes is got by this trick. Frequently a player will supply himself with a pack of cards such as he knows are in general use where he is, and then retire and mark all the principal ones, and then, when playing, "wring" this pack in for the purpose of having cards that are marked all through by himself.

Playing in partnership. — It frequently happens in this game, as well as at whist, that three secret partners will be playing against one whom they have seduced into a game; and they have an advantage here that they do not have in whist, as they can play four-handed, and still be in no visible partnership; but they always play in one another's hands, as it matters not which of them wins, they being partners. This is frequently done also by two against one, playing three-handed.

Playing by signs. — This is done perhaps in this game more than at whist, as it is done when they are playing in open partnership at a four-handed game, or when they are playing in secret partnership at a three,

four, five, or six-handed game. By signs they tell one another what they have in their hands, when to beg, and when to stand, and what to play; all this can be done, and they will defy an old gamester to detect them, as their signs have no appearance of being designed as such; so that the nicest observer would always fail to get any ocular evidence that they were playing by signs.

Big hands. — This is a hand that is stocked, and is put up very often in playing for fun, in order to get bets on it, as it is much more easy to stock in playing for fun than otherwise, as there seems to be no occasion for watching, and the dealer will so stock them as to give his opponent a hand that he would be easily enticed to bet on; for, to all appearance, it would be as easy for him to make four as two, and he very readily bets on it. Now, we will suppose him to be three. He gets, at the next deal, an ace, king, queen, jack, ten, and deuce of diamonds, and clubs are turned up trumps. He gives himself six low cards without any game. You then beg; he runs them, and gives you the remaining three kings, and himself the remaining three aces. Now, if you are silent, he will be apt to say, "My hand is poor, and I will give you all you can make," and, you having a very superior hand, viz., ace, king, queen, jack, ten, and deuce of trumps, with the kings of spades, clubs, and hearts, will claim four times, and so would any player, from the poorest to the best; your hand bids more than fair to make it. But he will readily offer to bet you cannot; the greater the amount, the better for him, as he is sure of winning. He takes your bet, and plays; and after you have played out your trumps, his three aces catch your three kings, which altogether count him twenty-one,

while your ace, king, queen, jack, and ten of trumps, count you but twenty, and he wins the game. This hand is very deceptive, and unusually enticing; it will deceive the very best players, and I have seen men bet on it the second and third time, thinking they had surely made a misplay; but it is impossible for them to win unless the dealer chooses to let them, in order to entice them still further on, or to get a larger bet on the same game again; for which purpose they sometimes choose to play in a manner that is called throwing the game away, in order to make you think that when you lost, you might have won if you had played rightly. I have seen bets run as high as five to one in favor of this hand; so certain was the holder of winning, that he readily risked this odds; but he invariably lost.

There is another hand, called a *big hand*, that is sometimes played in this game. It is a trick, and is done as follows: You may be playing for amusement only; the dealer will lay out two hands, with their faces upwards; one will be a very good hand, and the other a very poor one. He will then tell you that you can make any suit trumps which you please, and take choice of hands. Of course you will make the trump to suit the best hand. He will then offer to bet you a sum that you cannot take the good hand and make four, or the poor hand, and make one. The good hand promises so fairly to make four, that you would be very likely to bet and take the good hand. But you would lose; for you could only make high, low, jack, and ten for game, while he would make eleven, and beat you. This is a very enticing trick, and I would advise all persons not to bet on it, if it should ever be proposed to them. The player says, you may have choice; but he, by all means, prefers that you

would take the large hand, and try to make four; for the little hand can always make one if played right; but very few men who play cards will make one from it. None but veterans, or such as have, through particular favor, been initiated into the secret by them, will do it; for there are so many ways to play it wrong, that it is seldom played right. There are, also, other games, where the cards are turned up similarly to the one just described; but never suffer yourself to be enticed into betting on any of them; for the man that will propose them will always beat you.

Three up. — The points in the game of all fours are frequently reduced to three; for what purpose I know not, unless to enable the gambler to strip his victim much sooner than he might otherwise be able to do; it being a well-known fact, that the habitual gamester generally prefers short games. When this game is so rendered, it is called "three up;" at which, each player receives but three cards, and a trump is turned. It is just like five up in every other respect; and the person who makes three points first, is out, and wins the game. There is great room in this game for the gambler to exercise his tricks. Every cheat that is practised in seven up, can be practised in this game. The following are but variations of some of the principal cheats in seven up. A and B may be playing; A steals out seven cards, as follows: he takes the ace, king, queen, jack, five, and six, (as we will suppose,) of hearts, and a five of spades. He then puts down the six of hearts, back up; this is meant for the trump. On this he places next the five of hearts, then the ace, then the five of spades, then the queen, then king, then jack. A has these cards stocked in this manner; and when it is B's deal, A will

take the pack to cut, and has a right to shuffle them; in doing which, he palms those seven cards on the top; then cuts and slips the cut on top again, and hands the cards to B to deal. A gets the king and two fives, while B gets the ace, jack, and queen. A will then beg, and at the same time say to B, "If you will give me one, I will make three;" B thinks this almost impossible, as he supposes that his ace, queen, and jack are good for high, jack, and game. He will be apt to bet that he will make it. And if he should bet, as he would be likely to do, A will play his five of spades, B will play his jack, and leads his ace. A plays his five of hearts; B leads his queen, and A takes it with his king, and makes low, gift, and game. B having given him one, and his five being low, he has king and queen, which make him five for game. B has ace and jack, which make him five also; but as he dealt, (the dealer losing all tie games,) A makes three times, and wins.

Another cheat is practised in three up, as follows: A and B are at play; A is one, and B is two points. A deals, and gives B three aces; that is, the aces of spades, hearts, and diamonds, and clubs will be trumps. B begs, well knowing that some one of the suits of which he has the ace will be the next trump. He will then feel sure of winning, as his ace will be high. He will be very apt to say, "It matters not what is trumps; I shall go out." A will say, "If you will bet me three to one, I will bet you do not go out." And as B considers that A is ignorant of what he holds, he will feel safe in betting him; which if he does, A will run them, and turn up for trump the jack of clubs, which makes him, also, two. Now, as clubs was first trumps, he must still run further, and A turns another jack, which wins him the game, as

high is of no avail when the dealer has but one to make, and turns jack. This trick is done by stocking and palming, and is well understood by all the gamblers.

I have not attempted here to give a full and complete knowledge of all the cheats that are practised in these games. If the expositions here given shall deter persons from betting and gambling, my purpose will be accomplished, as gaming can never result in good, and is sure to result in evil. If one, by losing, should receive a profitable lesson, and reform, the other, by winning, receives new encouragement to continue in his evil course, daily spreading ruin and misery where, before, all had been peace and contentment.

WHIST.

This is probably one of the most scientific of all the games that are played with cards, requiring deeper study and longer practice than any other, to be thoroughly understood and successfully played. The strict silence which is required to be observed during the progress of it, gave rise to the name by which it is called. Mr. Hoyle, in his Treatise on Gaming, has given a very particular account of this one; and when it is played as he directs, it is a comparatively fair game. But this is no sufficient reason for perpetuating a recreation, which, at every step, exercises the most dangerous influence over the minds and actions of those who practise it. This game, however, in common with all others, as played by the habitual votaries of gaming, is a continual

series of intrigue and fraud. Those who are addicted to it spare no pains to render themselves complete masters of the various cheats by which they expect to succeed; the principal of these I design to expose; and gladly would I enter into the most minute details of every artifice at present practised among gamblers, would my limits permit me to do so.

The principal cheats in the game of whist are, stocking, palming, marking, signs, mis-dealing, and changing packs. These I will explain in the order in which I have mentioned them; and, first, stocking. This fraud in playing cards is, to the gambler, an important one, as it generally enables him to get such cards as he wishes, or to give them to his partner, in a manner that seems to be accidental good luck. Stocking is placing cards in such a position in the pack as that the cheater is able to know whereabouts in the pack they are, and to know to whom they are dealt. But the grand object is for the person who stocks them to get them himself; which if he or his partner should do, he wins; if not, he cautiously acts on the defensive. Gamblers, when they have stocked cards, can almost always shuffle in so deceptive a manner as not to alter the positions of the particular cards they have stocked; and by that means, they will, although the pack appears to be well shuffled, go where the gambler intends they should go.

In all cases of stocking, in games that are played with a trump, if a particular suit is wanted for trump, this will be obtained by placing one of the desired suit at the bottom of the pack, and keeping it there throughout the shuffle. Then, when the pack is cut, the cut should go under the bottom of the pack; but the dealer, instead of putting it there, takes it in his left hand, and draws the

other part of the pack to him with his right, as if he would put it on top; but as his two hands come together, he so dexterously slips the cards in his right to the bottom of those in the left, that the keenest eye cannot detect the cheat. The pack remains the same as before cut, with the one at the bottom which he placed there; and as all the pack is dealt out, and the bottom one turned up for trumps, he has the one he wants. The base cheat of stocking is apt to be practised to a greater or less extent every deal, and gives advantages that could not be obtained without its use. It is done in almost all games, and in a great variety of ways, some of which I shall explain as I proceed. None need think of detecting it but the most expert gamblers; and even they have it often practised upon them, and are beaten by it.

In whist they stock principally to get the honors, that is, ace, king, queen, and jack, of the suit that is trump. These, when they are all on one side, count them four, and this is a great stride towards the game. It is also of some consequence to a gambler to get a "sequence" by stocking the cards; but they prefer making sure of the honors, and running their risk for an equal share of the good cards. A still more dangerous method of stocking is at times carried on by the gambler, and by means of which he is certain of winning any amount which he can succeed in enticing a man to bet with him; and I know of no baser piece of villany in the whole routine of card-playing than this vile artifice, which gives the gambler every advantage, by which he is enabled to rob his victim with as much ease as he will deal his cards, and without the least remorse of conscience attending this and the like intrigues.

When a gambler intends practising this cheat, that is,

the mode of stocking of which I have just spoken, he retires, and obtains a pack like those in general use, which is always easy to be done. He then will retire, and stock them just as he wishes, which he can do so as to make any number of points, from one up to ten, and is enabled to go completely through a game the first hand, if he choose to do so. Should he wish to go out the first hand, he will stock them as follows: Making any suit trumps that he chooses, — we will suppose that he makes clubs trumps, — he will take the ace, king, queen, jack, ten, nine, and eight of clubs; then, of spades, the ace, king, queen, and jack; of diamonds, the ace and king. He then takes the balance of the pack, and lays out three cards face up, and puts one of those he has selected out upon these three, and goes through the whole pack in this way, having one of the clubs for the last and top card: this will be the trump; and as the cards he picked out were placed every fourth card throughout, the dealer or the one who stocked them gets them. He will then trump the first, if necessary, in order to win it, and will keep the lead throughout, winning every trick, which counts him six; and possessing the four honors, counts him four, which makes him ten, and the game is won. And the way this pack, already stocked, is introduced on the table, is as follows (it is called *coming the change*): — the dealer will have the stocked pack lying privately in his lap, and when the cards they will be using have been cut, and are ready to be dealt, the dealer slips his left hand up to the under edge of the table, as if to receive the pack which is on the table, and which, at the same time, he is drawing to him with his right hand, as if to place it in his left, in which he would hold it to deal from; but in reality he carries his right hand down into

his lap, and lodges its contents there, and brings up his left hand over the table, and commences dealing from the stocked pack, while some of his secret partners, who are seated about in the same room, will privately take the pack out of his lap, and convey it away, that there may be no means of detecting the fraud by the discovery of two packs. This fraud is put in practice when bets run high, and there is a probability of winning a large wager.

Another method of stocking, when it is intended to change the packs, is sometimes put in practice; the object of which is to deceive the opponent in his own hand, by giving him a hand from which it would appear quite certain that he could make from four to eight or nine points. This is done in order to entice him into a bet. We will suppose a player to lack five points of the game: the dealer deals him a hand of the highest order, having in it the four honors, and other good trumps, with regular sequences of other suits, and he feels quite sure of winning; and when the dealer proposes to bet him that he cannot make two, or even one trick over six, he will be readily induced to bet on the strength of his hand; and this is just what the dealer has been striving for.

The manner of stocking the pack in this case is this: the person who intends practising this cheat will retire, and if he makes clubs trumps, he will select out the ace, king, queen, jack, ten, and nine of clubs; these are the six highest trumps. He will put with these the ace, king, queen, jack, ten, nine, and eight of spades; this hand is for his opponent; and from having two regular sequences, he will be very sanguine of beating, thinking it more than likely that his partner has some of the seven remaining low trumps, or that they are scattered

between the other three players. By the time his are all played out, he will have drawn from the other players their trumps, and can win, as he supposes, the other tricks by leading from his spade sequence; but he will be deceived, for the dealer gives himself the seven low trumps — a regular sequence of diamonds from ace to nine; that is, the ace, king, queen, jack, ten, and nine. This hand is for himself, and the way in which he puts the pack together so as to get these cards, and to give his opponent the other cards, is this: he will take the first selected hand, and lay down one card from it, face up; then put upon it two cards from the part of the pack left after the selection, then one card from the hand which he wants for himself, then one from his opponent's hand, and two from the other portion, &c., until the whole are put together. Then, when they are wanted, they are introduced upon the table as in the other case. We will suppose that A and C are partners, and B and D are their opponents: A will introduce this pack upon the table when B and D are yet wanting five points; his left-hand opponent, B, gets the hand containing the high trumps. A's partner, C, knows that this pack has been introduced, and in order to entice B and D to a bet, C will say, "We have nothing, and might as well give B and D all they can make." Then B, holding so good a hand, will claim the game, as he has the four honors, which count him four, and, besides, a regular sequence of spades, which is good for every trick after the trumps are all played, and he feels sure that he can make three or four odd tricks, and one is enough to win the game for him. He will persist in being allowed the game; but A opposes, and offers to bet on it, and B feels so very confident, that he will accept of a bet on such a

hand; and if A should fail getting a bet on better terms, he will bet B that he will not make one odd trick. This bet he will be certain to take, and they then play. B trumps, and wins the first and the five succeeding tricks; A still has one small trump, and wins the seventh trick, and leads from his sequence of diamonds, and makes every trick after that, and of course gets the *odd* trick, and B loses. — These methods of stocking cards for the purpose of winning the game, are but a few among the many methods by which the wicked gambler will endeavor to strip those who will throw themselves in his way.

Stealing out cards, and palming. — The cheat of stealing cards is practised as often, perhaps, as any other fraud in card-playing. It is of great advantage to the gambler, and gives him an opportunity of forming very good winning hands. In whist, the most desirable cards to steal out are the "honors," and sometimes all four will be stolen out by one man, that is, the honors of one suit; and then he will make that suit trump by keeping one of them at the bottom. This can be done by the backs as well as by the faces, for the cards in general use now by the gamblers can all be known by the backs, and a player will know by the backs where any particular card is dealt; and if he should not steal the honors, he can deal them to himself or his partner, by dealing off the second card instead of the top card, whenever the top card is one that he may want for himself; and if he should steal two of the honors out, he will hide the theft by dealing each player two cards twice; then all will have their proper number, and his theft remain hid; or he will miss giving himself a card twice during the deal, and hide the theft by that means; or he will give himself two

twice during the deal, and have sixteen, while the others have but twelve each; he will then hide his theft by concealing four cards that are poor in the palm of his hand, and in gathering a trick will place all upon his bunch of tricks. And as his tricks are all bunched, the players will depend on counting the tricks of the other party to determine who has won the odd trick; and hence he succeeds in hiding his theft. These barefaced cheats are constantly being practised all over the country by gamblers of every grade, and they generally perform them so artfully as not to be detected.

Playing by signs. — Most gamblers travel through the country in partnership; that is, two or more will be in secret partnership, that when they are all playing at the same table, they may assist each other. And it is no matter which of them wins, as they will divide the spoils. This being the case, it is of importance that they should be able to carry on a secret correspondence in order to understand one another. This is done by various signs, perfectly understood among those who are confederates. The principal mode of giving signs is the way in which a player will take hold of his cards, and hold them in his hand. By slight movements of the fingers, he will convey to his partner a knowledge of all the principal cards in his hand. These and various other signs are as intelligible from the one to the other as the plainest words could be, and they are used in all games more or less, and in every variety of way, with the evil design of more easily fleecing those who will play with them.

Marking cards. — This is done in many different ways. Almost all gamblers play with cards that are marked by the manufacturers; but it is of those that are not so marked that I now speak. If the marks should be

strange to the gambler, he will mark them to suit himself. This will be done when none are suspecting it, and is generally done while being held in the hand, and with the nails or by small scratches on their edges, or by bending the corners in a manner understood by themselves; sometimes by turning the card face up, and marking the face with the thumb nail, or any hard thing that will make a mark that will show on the back. There are many methods of marking cards, each player having his own peculiar way, and it would be quite impossible to give an *exposé* of them all; and what I have said on this subject I hope will be deemed sufficient.

Playing three against one. — All over our country where gambling is carried on, there is always more or less partnership existing. When gamblers are in cities, they frequent those places of resort that are most likely to furnish them with the greatest number of victims, and where they can best carry on their nefarious occupation to the ruin of all whom they may be able to seduce into play; and in the west and south-west, where there is a great deal of travel on steamboats, there are, nearly every trip, some of this class of men on board. Here, as in cities, do they gamble to a very great extent. By travelling up and down the river in steamboats as passengers, they fall in with many business men, who have money, and many who for sport, or with the hope of gain, will play cards almost at any time. And if they have not before fallen in company with gamblers, they are very apt to consent to play readily. As this class of men are generally as cautious, polite, and genteel in their manners as possible, in order that they may the better conceal their true character, and as there are, mostly, several of them in partnership, they will not be long

without getting up a game. Three of them will get to a card-table, and as they will want four, they will politely inquire of a gentleman if he plays whist, this being a game very generally understood, and considered genteel; and hence they will have very little if any hesitation in asking a gentleman to play it. And if he consents to play, but protests against betting, they will content themselves with a proposition to play for the cost of the cards, or for glasses for the company. This will hardly be objected to; but the next sitting, having become somewhat acquainted, they will insist on playing for a sufficient sum to make the game interesting; and there are few men who will, under such circumstances, play cards, that will refuse to play for a quarter each, in order to render the game of some interest. Now, when a man sits down to a table where there are three secret partners, it makes no difference whom he draws for his partner; he will, of course, get one of the three. He is then at play with three well-skilled adversaries, and the man who is perforce his partner, will play as much as he can that he may lose, that he may in the end win; for whatever the other two win will be divided after the game is closed.

A man can never win against such odds; and after losing a few games, he will become somewhat excited, and think himself unlucky, as all men like to win, whether it be little or much they are playing for. A man will, in cases like the above, be apt to propose doubling the bet, and if he does not, his partner will do it, holding out, at the same time, the probability of winning some of the games; and every game which they may win that has been doubled, will make up for two that were lost before. This is generally enough to do away with his predeter-

minations, and he puts up again and again, but still continues to lose as long as he has any thing to lose and will play; and finally gets up from the table bitterly regretting the unlucky moment he suffered himself to be beguiled into the commission of an act he had ever considered as sinful and ruinous in the extreme.

I have known young men to be invited to play whist, and at first they would play for a quarter a game. They would lose, and become excited, and then double, in the hopes of winning, thinking it unreasonable that they should not win a single game; but still they lost, for they could have no chance of winning a game against the professional skill of the old gambler, and played on against matchless odds until they were drained of their last dollar.

I was a passenger on a boat on the western waters, some year or so since, and a young man whom I knew to have played against three secret partners, sat down at first for amusement only, and with a strong determination not to bet a cent. He played, became interested in the game, and consented to play for a quarter a corner, and he lost several games. He became still more interested, or rather excited, and doubled in order to win; but he lost again, and doubled again, and continued losing and doubling until from a quarter he doubled up to the amount of one hundred and twenty-eight dollars, which he bet on a single game. But he or his partner never won a single game, or came any nearer ten than six points. And when he quit the table he was a loser to the amount of *six hundred dollars*. This young man was a good, moral young man, and hated gambling; but he, in an evil moment, consented to play just for amusement, and paid dearly for it. The three gamblers with whom

he had been playing, retired after he left the table, and divided the spoils between them. Such things as these are almost every-day occurrences in the haunts of gamblers, who scruple not to use every means to carry out their purposes.

Hoyle's maxims. — From what I have here advanced concerning the game of whist, I hope none will ever dream of using Hoyle's maxims to advantage in this day. He calculated for the game to be played free from intrigue; but this is scarcely ever done by men playing for money. As luck in such matters is never to be relied on, some means must be contrived to win at all hazards. And as these maxims are generally based on some proviso concerning your hand, and the probability of your partner's and your adversary's hands, you can never calculate with certainty how far to rely upon them. And if you could, it would be of little use against men who know by the backs, or by stocking, what cards are in all the hands as well as if they were turned up to them. Good players have but small chances to win money at play with men who are habitual gamblers; and all may be assured, that men who play for money use more or less intrigue to insure success.

CRIBBAGE.

This game is quite a scientific one, and requires considerable study and practice to play it well, by reason of its great variety of chances. Mr. Hoyle says, "The game is considered useful to the young, as it assists them in the science of calculation." But I have never known,

and I hope I never shall know, of an instance of its being introduced and tolerated on that score. Much deception is carried on in this, as well as in other games. The principal cheat in this game is stealing out two threes, and keeping them out. These cards are of the greatest consequence in this game. They, by being out, break the sequence of those two suits to which they belong, which enables the man who has stolen them out, and knows they are out, to make points which he could not make if this were not the case. Besides this, the players often have a small machine called a *plate*, the use of which is to make such of the cards as they may wish, a little smaller than the others, by trimming very little from the edges. When this is done, a man may cut so as to have almost any card turned up that he may wish ; that is, a high or a low card ; for if the edges of certain low cards be trimmed so as to make them smaller than the others, a man can easily cut to one of these by pressing the cards until they are all even ; then those that have not been trimmed off will project a little over the trimmed cards, thus enabling a man to cut to one of these, if he wishes to do so. This is a very great advantage in this game, and if the cards are not advantage cards, a gambler will so mark them, that he will know the cards by his own marks, the principal object of which, in this game, is to make his own, or break his adversary's crib, as by the marks he will know what an adversary has discarded, and can so discard as to avoid aiding the crib ; or if it is his own crib, he can discard so as to improve it.

It often happens that old and skilful players, who play honestly, are, to their great surprise, beaten at this game by youngsters, who have played comparatively but

little, and whose knowledge and judgment are vastly inferior. But they more than make up these deficiencies by their skill in cheating, which they make it their principal aim to become expert in; by which means they can, at any time, cheat to any extent the best of players who use no artifice. And if a man should have studied and practised, all his lifetime, Hoyle's maxims, and possess the best of judgment, yet if he played without artifice, all his knowledge and judgment would avail him nothing, when at play with those patent gentry, with all the advantages in which they are constantly improving themselves, as well as occasionally introducing some new discoveries in this department of the science of gaming.

I have not here attempted to give a minute description of every thing, but to give such an idea of the cheats that are practised in this game, as to prevent persons, one and all, from betting on it; for all men who play cards for gain, make it a part of their study to take unfair advantages of their adversaries, and this they generally do in no small degree. In this game, for instance, men will often get the four fives, and place them at the bottom, and deal these into their own hand: this is the best possible hand in cribbage, and is good for twelve in hand, besides the probability of making more in play; and if he should turn up any card that counts ten, his hand of four fives is good for twenty, besides making more in play. This, when the threes are stolen out, is the greatest cheat in use in the game of cribbage. Very often old players will, by talking, so perplex a young player, that he will score his game wrong, when the old player is entitled to score for himself the number of points the young player missed or overscored.

BACKGAMMON.

This is considered a very ingenious and scientific game, and is of great antiquity. It is played a great deal for amusement. The implements for playing this game are probably found as often in the parlors of the wealthy and respectable as in any other place. And in such cases, of course, their children, as soon as they become of sufficient age to entertain, and exhibit their talents to, strangers and visitors, must learn this among other fashionable parlor amusements; which too often, in after days, cause parent and child many bitter tears; though they seldom blame themselves at all for having educated their children, in the parlor, to become the companions of, and to constitute members of that class of evil-doers, known by the softened cognomen of *sportsmen*. In this game, there is but one way of cheating the man who can play it at all, and that is by the dice, two being used by each player. This renders it a game of hazard, and each player moves according to what he throws. The principal cheating is done by loading the dice. A player will have in his possession several of these loaded dice, so fixed that he can with them throw whatever he pleases; and if his game is backward, or he wishes to hurry it, he will be continually exchanging some of these for his regular dice, that he commenced the game with; and by throwing whatever he is most in need of, he can carry his game to any state of forwardness he wishes to. The dice he will be changing he keeps secreted about his wrist and sleeve; and, from time to time, he can use them even on the most experienced players without being detected. And frequently a man who has an inferior

knowledge of the game, will, by this cheat, beat men who are old and scientific players. The gambler will pay the utmost attention to get these dice manufactured, as they are not to be bought ready made. They have them made and so loaded that any side may turn up. Men who are in the daily practice of such cheats, need no nerve or firmness other than to put their cheats into practice; which they can always do as unblushingly as though they were playing with perfect fairness.

THE GAME OF CRAPS.

This is a game lately introduced into New Orleans, and is fully equal to faro in its vile deception and ruinous effects. Its deceptive character is not generally known by men who bet against it, most of whom believe it to be a fair and equal game. But this is a great error; for if a man will consider but a moment, he cannot but know that when he bets on the turn of a die, it has six sides, and that if he bets on one, there are five sides against it. This alone renders the odds five to one against him, which alone is sufficient to ruin a man that will bet often upon it. But the keepers of this game are not satisfied with this immense advantage, but always have dice made and loaded so as to enable them to throw whatever they may please; and by this means they can win just when they wish. And by the time this game is as old as faro, as many persons will probably be ruined by it, unless some great and mighty check is given to its prevalence. These dice are made in such a way, that, by throwing them lightly, small numbers are obtained; and if you

watch the banker at the time when he wants a large number, he will throw the dice much harder than at other times. The manner of throwing makes a vast difference in the turning up of dice. When men, at any of these games, say they have no advantage, they are telling the vilest falsehoods; for no gambler ever plays a game when the chances are equal. The odds are always in his favor; for when a gambler goes to a heavy expense to procure himself the necessary implements to gamble with, it is always his intention to pay himself by fraud. Who will inspect the games of craps and faro, and still say that gamblers are an honest set of men? Who will suppose that, if gamblers depended solely on their luck, they would always succeed in ruining every man who will persevere in playing with them? Men, too, who know more of the science of the game, and whose judgments are superior, are often beaten out of all they possess by the gambler. This happens to them because they play scientifically, and scorn all cheats, or else are unacquainted with any. Are gamblers more deserving of the favors of Providence than other men, that they should always win the money of those who play with them? It cannot be so; and I know that it is not so; but they succeed only by using the vilest deceptions, from beginning to end. And the man who will venture to patronize them in any degree, will be sure to be the loser by so doing.

All classes of people in New Orleans have abundant reason to cry, Down with the monster! Ask many of the merchants what has resulted to them in consequence of their clerks being decoyed to the craps table. Ask the wives of hundreds how their husbands have come home from such places of robbery. In short, numerous

are the sufferings in every class from this source, except the keepers themselves, who revel and riot in the lowest depths of dissipation on their ill-gotten wealth.

BILLIARDS.

There are few games in use of a more deceptive character than this. It may be so managed that cheating to almost any extent may be carried on by it. Gamblers, in playing this game, will generally so contrive it, as just barely to beat the man they are playing with, so as to make him believe that there is but very little difference in their playing; and still the man will suppose that the sportsman is playing the very best that he can. The one who gets beaten thus slightly, has, perhaps, an acquaintance who is a little better player than himself. Him he will bring to play against the gambler, who will, as in the other case, just beat him a little, and perhaps make him believe that he barely succeeded in doing so by some lucky accident, which he will begin to explain. But he is deceiving; for his practical knowledge of the game is such, that he will always beat all ordinary players, but he will never beat them badly; that is, he will at each game come out but a few points ahead. This is done in order to keep the others in good spirits, and in hopes that they shall, every next game, succeed in beating him. But they may play month after month, and aspire to beat this man, but all in vain; and after being some months in a place, his new acquaintances will have so high an opinion of his playing, that they will set him up as their

champion. And when they come to have so exalted an opinion of his playing, he is then ready for another secret manœuvre. A man will make his appearance, and pretend to be something of a player, and some of those who so much admired the other's playing, will offer to bet that their champion can beat him, and very probably many bets will be made on their playing. And when they come to a trial of skill, the new-comer beats the other about every game, and between the two they win all the money that they can get bet on their playing; and, contrary to all suspicion, this new-comer will turn out to have been a secret partner of the other; and things were from the first so arranged between them for the express purpose of making what they would call a grand raise, and then both of them decamp after they can get no more bets on their playing. These men most generally have partners, with the aid of whom they are continually putting such cheats in practice.

The game of ten-pins is almost as deceptive in the hands of a gambler; and all persons who are not willing to be the victims and dupes of these men, should refrain from all these games, for they are exceedingly apt to bring upon their heads the most ruinous consequences in the end.

COCK-FIGHTING.

This is a kind of sport that is too contemptible to be countenanced in any civilized or Christian country; and yet there are many, who pass for respectable citizens, who give it their sanction, either by being present, or by

an actual participation in it. But I must think that a taste for this contemptible and cruel sport is an acquired one; that, bad as the human heart naturally is, it would revolt at such wanton conduct, if it were not urged on, by the force of habit, to contract a fondness for it. There are many persons who engage in this amusement, who, did they seriously reflect for a moment upon its pernicious consequences, would be very far from allowing themselves even to visit a cockpit. Did they properly consider the material that composes this assemblage generally, to be found at such places, they would not only fear, but would be seriously ashamed to be caught among them. Who are the people that commonly attend, or are the keepers of cockpits? The keepers are low-bred bullies and villains, in general, of the most degraded class; such are the men that you encourage and support, by condescending to resort to such sinks of iniquity and cruelty.

Next comes number 1, a gentleman gambler while he has a plenty of money; but in proportion as his funds leave him, his dignity leaves him also; he sinks lower and lower, until number 4 catches him. And having got thus low in the "sliding scale" of moral degradation, he is generally called a rough gambler — one that plays at dray-pin lieu, &c. In this classification, number 3 includes the fighters, or bullies, profane swearers, and good liquor drinkers. The number 4 gentleman stands by with his sharp knife and dray-pin, but will not drink any liquor while he is out on duty; neither will he do any of number 1's fighting, but if there is any stealing to be done, he is ready to bear a hand. Number 2 is one of those little, close, narrow-contracted faro dealers; one of that swindling, penurious class, who, when he plays,

must have five hundred chances for him to one against him, and then he wants a number 3 on each side, or he is afraid to attempt any thing that would be advantageous to him. And when he gets money, he seldom pays it for going into cockpits or theatres; and when he goes to the race-track, he prefers to walk, though it be seven miles; and when he gets there, he would crawl under or climb over the fence, or do any thing sooner than pay 25 cents for entrance. This class, the gentry who go to cockpits need never fear, as they are but seldom, if ever, found there. But numbers 1, 3, and 4, are there; and an honest man, who is among them, is constantly exposed. For instance, if by any means you should happen to do any thing that number 1 may construe into an insult, he will give the wink to number 3, and down he knocks you, when you are very politely helped up by number 4, and by the time you have regained your erect position, you will discover that your pocket-book is missing, and so will one of number 4's partners; but no one can tell you the name of number 4, as that is the very last thing that he tells.

Any one who has had experience on this subject, will certainly agree with me that this is a true picture of the kind of company of which cockpits are generally composed; and this ought, surely, to be sufficient to satisfy any youth, or any person whatever, that the cockpit is no place for him, without its being necessary that he should call and see for himself. It certainly cannot be necessary for a reasonable man to take a dose of poison to satisfy him that it is poison. And when it is considered that a man is generally judged of by the company he keeps, all, and especially the young, who have any regard for their reputation, cannot be too careful to

keep aloof from such associations as are almost invariably to be met with within the purlieus of a cockpit.

VARIOUS DECEPTIVE TRICKS.

There are many gamblers, who, as long as they have any money in their pockets, feel very dignified, and would often say that they would not so far degrade themselves as to exhibit a petty trick for money. But their dignity invariably departs with their money; and when their money is all gone, they will not hesitate to introduce any trick, however mean, for the purpose of winning the smallest sum. Whatever may be the evil practices of these men, however desperate they may be, they can always find associates; it is enough that they are smart at something; — if at gambling, he will make a good partner for some other gambler; if at fighting, he is the right kind of a man for a company of gamblers, as he can be of great service in the frequent serious affrays that happen among them.

Men of this class are always ready to make a penny by any means they can. If they cannot get a man to sit down to a game of cards with them, they will by degrees introduce some trick, which he will be likely to bet on. Ofttimes a man will take a pack of cards, and say to another, "I can tell the card you think of, which of course would be doubted, yet it can be effected. And for the purpose of preventing such imposition, I will lay down the principles of the trick so plainly that the detection of the

cheat will require no great sagacity or penetration. The gambler will throw upon the table, or give to the by-standers some five or ten cards to examine, of which they are requested to make a selection; they each select one, and then return him the cards, which he takes, and makes a false shuffle, keeping the ones he gave out for selection either at the top or bottom. He then takes them by parcels from the other part of the pack, with the exception of *one* which he takes from the parcel given for selection, and throws down, say from ten to fifteen of the main body, with one of the selected exposed. Turning them face upwards, he will remark, "When any of you who had the privilege of selecting discovers the card exposed, please say *I see it*," and of course when the person selecting discovers the card he selected, he says, *I see it.* The gambler of course can then tell that the card he throws down, which has been taken from the main body, is the one he in his mind had previously selected, and thus he continues until all are thrown upon the table. After he has been told by each that there is one among the ones exposed, he will proffer a bet that he can tell which. Of course he can; and if all should happen to think of the same, it makes it the more easy for him to recollect, and in that case only one parcel will be exposed. He then puts them into the pack and shuffles them thoroughly, and will tell you to draw any card you please and lay it upon the top, and he will make it the one you thought of. You do so, and supposing you to have first thought of a ten of clubs, and in drawing you draw the ace of diamonds, he tells you to lay it upon the top. You do it. He then remarks that the card upon the top is the card. You feel confident he is mistaken, as you thought of

the ten of clubs; the one on top is the ace of diamonds; but do not bet him, for in the twinkling of the eye, he puts the ten upon the top and removes the ace to the centre of the pack. The change being effected, he may even pass the cards to you, that you may be more certain that you cannot be deceived. You make your bet; and, when it is too late, discover that you have been imposed upon. He pockets your cash, and laughs at your ignorance and simplicity. From this, any one can understand this trick, as well as learn to what an extent men will tax their ingenuity to plan out and practise such despicable cheats for the purpose of swindling those who do not understand them. There are other methods of putting up cards for the purpose of knowing the order in which they will run off. The above, however, is sufficient to satisfy any one that this can be done, and that none need bet against it with the expectation of winning.

There are other tricks of drawing cards. A man will hold you a pack of cards, and tell you to draw one; and after you have drawn one, you put it back in the pack, and shuffle the pack. He then offers to bet that he can tell what it is. You might, after the pack had been so well shuffled, suppose it quite impossible. But do not bet on it; for he can tell. If they should be advantage cards, he can tell by the back when you draw it out; if they are not, he will sometimes force a card. This is done by projecting a little some three or four cards that he knows, and has previously looked at. These cards, by projecting a little, are most handy to you, and you will be most likely to take one of them; if so, he knows what you have got as soon as you draw it. Another method is, by bending the whole pack back a little; you then draw one, and while you are looking at it, he will

bend the pack in a contrary direction, and when your card is put in the pack, from being bent in a contrary direction, it will press against the others, and wherever it may be, will cause a slight opening, and by that he can always tell where it is.

This trick is sometimes practised as follows: A man will take a pack of cards, and show you the top card, and say, "You see this card on top;" and after you have looked at it, he puts it back; perhaps it may be ten of hearts. He will say, "I will bet you it is the ace of spades;" but you have seen it, and you know it is not. He then has the ace in the middle, and slips the bottom part of the pack on the top so quickly that you cannot see him do it. He will then say, "Now, sir, I will bet you that this top card is the ace of spades;" and you might be willing to bet, not knowing that he has changed them; but, in betting, you would certainly lose by his artifice.

At other times, he will face one half of the pack against the other, and after showing the top card, he will turn the pack over, and the one on that side will be what he said the one on the other side was; and you will be deceived by not noticing his turning the pack over. There is, I might truly say, no end to the tricks and deceptions of cards, and all of them should be most carefully shunned.

There is a trick often played called "the three jacks." A man will seemingly have three jacks on the top of the pack. He will then put the three top cards, which you suppose to be jacks or aces, whichever he shows you, in various parts of the pack. He will then take one and put it in near the bottom, and another near the middle, and another higher up, and then shuffle them, and offer

to bet you they are on the top, or all in one place in the pack. This you think quite impossible; but never bet against it. The manner in which this is done, is as follows: He will turn the cards face up; then the bottom cards will be the top when they are turned back up. He will have the three jacks placed at the top when the cards are back up; he will also have three other cards on the top of these. He will then turn the face up, and instead of showing the three top cards, he will show the three jacks, and you suppose them to be the top, or rather the bottom, as they are then turned. He turns the pack back up, and puts the three top cards (which are not the jacks) in different places in the pack, and leaves the jacks on the top. Then, after using a little trifling deception, perhaps he will tell you to blow on them; and then he will offer to bet you that they are still on the top. You, supposing that you saw them put into different parts of the pack, will think yourself safe; but you will be deceived, and lose your money if you should bet.

There is another trick often introduced by sporting men, for the purpose of deceiving and making money by it. It is called "thirty-one;" and I would caution all not to play or bet with a man who introduces it; for, most probably, if he does not propose betting on it at first, he will after he gets you interested, and pretend to teach you all the secrets of it, so that you can play it with him; and perhaps he will let you beat him if you should play in fun; but if you bet, he will surely beat you. It is played with the first six of each suit — the aces in one row, the deuces in another, the threes in another; then the fours and sixes — all laid in rows. The object now will be to turn down cards alternately, and endeavor to make thirty-one points by so turning,

or as near to it as possible, without overrunning it; and the man who turns down a card, the pips of which make him thirty-one, or so near it that the other cannot turn down one without overrunning it, wins. This trick is very deceiving, as all other tricks are, and requires much practice to be well understood. The persons using it I have known to attach great importance to it, and say that Mr. Fox, of England, was the first to introduce it; and that it was a favorite amusement of his. Be this as it may, it should never have any influence in determining a person to play it, even though he may think that he understands it well. I have known a man to play at this game every day for a month, and he thought he understood it thoroughly; he then bet on it, and lost about three thousand dollars in a very short time. This should teach all persons to know that gamblers never calculate on being beaten at their own game; and if they should, it is by another gambler, who is a little smarter than themselves in the practice of intrigue.

There is a petty game called *the thimbles.* This is generally played by the lowest class of gamblers; but sometimes by those of a higher class, when the consideration is sufficiently tempting. And it is played mostly about race-tracks, and places where there is a large gathering. The person playing it will have three thimbles and a small ball. This he will shift about from one thimble to another; sometimes letting you plainly see which he puts it under, in order to make you feel confident that you can tell where it is. After they have changed it several times, they will offer to bet that you cannot tell which it is under. Let not this trick deceive you, for you never could tell by their movements where it is; for they can change it, and you cannot see

them do it; and when you think it is under one, it is under another, and you will certainly be deceived. Then, if they did not deceive you by their movements, the odds of the thimbles are against you, for you can only choose one of the three, while he has two to your one. This game or trick is vastly deceptive, and none can win at it, if the player wills that they should lose.

There is another trick of "the quarter under the foot," which I will explain by relating a case which I witnessed. Two men came into a coffee-house, and presently one of them remarked, that by putting his left hand on the floor, he could, with a piece of chalk in his right hand, mark further than any man in the room. He took a piece of chalk, and as he stooped to mark, he placed a quarter of a dollar under his foot, and while he was marking the other took it up. When the marker rose up, he said, "Gentlemen, as I stand on this quarter, I can mark further than any man here." All the company had seen the quarter taken up, and one said, "What quarter? You are standing on no quarter." Some of the company bet with him, and he looked under his foot, as if it should have been there; but not finding it on the floor, he said, "It must be somewhere about my foot." He then pulled off his boot, and in the bottom, under his foot, was a quarter, and of course he won the bet, for he was standing on a quarter. This trick is well calculated to deceive, and in this case it was played on a company of coffee-house loungers, who thought themselves pretty well up to tricks, but were outwitted. The man who took up the quarter was a secret partner of the one who marked, and the matter was arranged between them before they entered. And in this, as in most tricks, there was some secret with which

you cannot be made acquainted until you pay dearly for your knowledge of it.

Dropping the pigeon. — There is another fraud some times practised on men who cannot be enticed into a game at cards, or perhaps are unacquainted with any game; this trick is called *dropping the pigeon.* This I will explain also by relating a case which occurred in Cincinnati. A young man had come to the west for the purpose of purchasing a small quantity of land. Some of the gamblers became acquainted with his errand, and determined to have his money. They could not get him to play any game, for he knew none. Two of them combined to effect their purpose, and they agreed to drop the pigeon on him, saying, that they knew he would bet on it. This pigeon is a curiously-contrived needle-case, which opens at both ends, but has but one visible opening. This is filled with needles. The secret opening at the other end also has needles in it, but they are stuck into cork, or some such substance, to keep them from rattling. In this affair the two gamblers pretended to be entire strangers. One of them invited the young man to take a walk with him; he consented to do so; the other took the case, and went on ahead out of sight, and dropped the case in the road. The gambler and the young man behind came up with the case, and the gambler, who was watching, picked it up, and said, "See here, we have a fine needle-case, and we will have a joke on the owner, if we meet with him." He then opened the visible opening, and turned out the needles into the young man's hand, and told him to keep them while he put pins in their place. This he did, and shut the case up again. Presently the secret partner of the gambler came, meeting them as a stranger, and inquired

if they had seen a very nice needle-case, which he had lost a while before. The young man, who still held the case, replied, "Yes, I have it here; but it is no needle-case; it is a pin-case." "O, no," said the man, "it has some very fine needles in it." The gambler then said, "I would like to bet you that there are no needles in the case." The owner of the case gave it a shake, and rattled the pins, and then said, "I will bet there are." The gambler pulled out a five dollar bill, and offered to bet five dollars. The owner of the case replied, that he would bet four hundred dollars. The gambler said that he had not so much money. The young man felt so confident that he could win, if he should bet, that he offered to bet twenty dollars. "No," said the owner, "I will bet four hundred dollars, and no less." The gambler said to the young man, "Let us bet him the four hundred dollars; I will bet one half of it." The young man put up his half, and the gambler then said, "I have not the money now with me; do you put it up for me, as we can but win." The young man said he had not so much with him, but he would put up his gold watch to make up the balance. He did so, and the gambler held the stakes. The owner of the case pulled out the stopper, and turned out the pins. They then laughed at him; he said there should be needles somewhere in it; he then opened the secret opening, and there were some dozen or two fine needles stuck there, and of course he won, as he bet there were needles still in the case. The young man's feelings can better be imagined than described. I saw him after this, and he told me he had not written home since, and should not until he should have retrieved his loss. He told me that if it should be known at home how he had lost his

money, he would be ruined in the estimation of all who knew him, and that he never intended to go or write home, until he had made as much or more than he had lost.

There is a base trick that is often played in coffee-houses in New Orleans, and some other cities. A gambler will form a partial acquaintance with a man whom he knows, or supposes, to have money; and if he does not play at any of the well-known games, the gambler will ask him to take a walk, pretending that he has some curiosity to show some part of the town to him. The man, perhaps, consents to accompany him; and on their way the sportsman will ask the person into the coffee-house to drink with him; and if he makes an excuse, the reply will be, "You will go in and see me drink." Not wishing to offend him, and thinking there is no harm in merely bearing him company, the man goes in with him. There will be a man in the coffee-house, who acts as though he was a little drunk; this man is a secret partner of the gambler who came in with the stranger, and will propose playing cards for the drinks. This the gambler will do, and beats his secret partner, who proposed the game. This man will then say, "There is a game you cannot beat me at;" and he takes three cards — two red and one black; these he will turn and shuffle a little, then inquire of the gambler if he can tell the black card: he says, "I can;" the other responds, "I will bet you cannot," and will then turn away to drink, and the gambler will turn the corner of the black card a little up. The player turns from his glass, and turns up the black card, with its corner still bent, which he does not seem to notice; he then lays it with the other two, and works them over and over, and in so

doing, he will smooth that corner, and turn up a corner of one of the red cards. He will then offer to bet a large amount that none present can tell the black card. Most persons unused to the intrigues of gamblers would be willing to bet on this, when they would not be enticed into a game. The stranger, who looks on, still sees a corner turned up, and has not the least doubt but that it is the same that the gambler turned up, until he pays dearly for his knowledge to the contrary. No person is safe from the devices of gamblers so long as he will suffer himself to be in their company, and venture to bet on their games or tricks. There are none, no, not one, that is not deceptive.

Solitary. — This is a game that is played by but one person. By some it is played, when they are alone, for amusement or diversion only; by others, for purposes of gain. It is played as follows: A person takes a pack of cards and shuffles them; he then lays off cards from the top, turning their faces up as he lays them off. He is not allowed to make more than four heaps until he comes to an ace, and every ace begins an additional heap. He is then to put the cards upon the aces in the order of their pips; a deuce on an ace, and a three on a deuce, &c., until each heap that began with an ace is completed regularly from ace to king. It is of no consequence about following suit; any card that has the regular number of pips to make the order complete, is proper. The four heaps that began without aces, are only to aid in completing those that began with aces; so that in the end there must be but four heaps. The player cannot go below the top card of any of his heaps to get a card, but must make complete his ace heaps by taking cards only from the top; and when there are no

cards on the top of his heaps, which began without aces, that will suit to go on the ace heaps, he draws from the top of the pack until he gets one to suit. Those that will not suit he lays upon his heap that began without aces, and as long as there is any on those heaps that will suit his ace heaps, he does not draw from the pack. This game is difficult to play successfully; a common player might not put them up completely more than once in a dozen times; but I would advise all not to bet on this game; for if a man should offer to bet that he can do it once in every three times trying, he will do it; for gamblers never bet on tricks they cannot perform. This game is said by players to have been introduced by Bonaparte when confined at St. Helena; but it was more probably invented by some gambler in solitary confinement for some of his misdeeds.

To show still further the industry of this class of persons in inventing means to deceive and win money, I will relate a trick played upon a merchant in Shreveport. A gambler, who was there, had a very fine dog, which he shut up two days without feeding him. The gambler told his secret partner to go and get into conversation with the merchant, and he would soon come by with his dog, which the partner would call into the store, and tell the merchant to weigh him; and he (the owner) would pass on and make no stop. The partner was also to suggest to the merchant the great probability of winning some champagne on the weight of the dog, as he, after weighing him, would know his weight better than the owner. The plan pleased the merchant, as he knew the owner to be a man always ready to bet. He weighed the dog, and turned him loose. The dog went home to his owner, who gave him some two or three

pounds of meat to eat, and then walked back by the store with his dog, and made a stop to converse a while with some of his acquaintances. The merchant proposed to make a trifling bet that he could tell the dog's weight as near as the owner; and finally a very large bet was made. The merchant guessed first, and the owner guessed about two pounds more, and won; for the meat he had just given his dog made about that difference. The merchant could not, for a long time, account for his being deceived, as but a few minutes had elapsed since he had first weighed the dog. But he had, unwisely, suffered himself to be drawn into a bet with a man who made betting his whole business, and who never calculated to be beaten.

THE BROKER.

This cheat, or mode of swindling, is sometimes successfully practised in New Orleans and some other places. A man will loiter around banks and exchange offices, watching for a man who may have money that he wishes to exchange for that of some other state; and if he sees a man who wishes to effect an exchange, he will step up to him, and say, "I think I learned you had some funds you wished to exchange." If he says, "Yes," the other will then say, "I got a sum exchanged this morning, and I think the broker has more which he will exchange on favorable terms, and I will willingly walk with you to his office to see him." After reaching the office, every thing appears like a regular broker's estab-

lishment. The one in the office will inquire the amount of your funds, and then draw you a check on some good bank in the state where you wish it, and take your funds. When you present this check, the bank knows nothing of any such man, and tells you it is a forgery. When you return to the broker's, the place is shut up, and no one knows of any such person, and you find you have been most wickedly swindled. Persons visiting New Orleans, and having money to exchange, should be very careful about taking checks, as this cheat is often practised when there is a chance of getting a pretty good amount, and then these sharpers change the scene of their operations to some other place. In all such cases the two persons are partners.

TRICKS IN HORSE-RACING.

The race-ground may be justly styled an immense gambling-house. There is generally not a building on a race-course, that is not, in part at least, occupied by the gamblers; from the one who bets his thousands on his horse, to the petty blackleg who plays "thimbles" for a picayune. All those games and cheats used by gamblers are put in practice here, on all parts of the ground. In the Southern States, the females visit and share in the excitements of the race to quite as great an extent as the genteel portion of the males. They go there, and select their favorite horse, and often bet largely on the races. All these things, taken together, render the race-course

more extensively injurious in its influence than any other resort of gamblers.

Having spoken elsewhere of the various cheats in gaming, I will here relate one used in horse-racing. There was a man in Kentucky noted for making match races; and a club of men went to the expense of procuring a fast horse in order to beat a horse which he boasted much of. The jockey closed the agreement for a race with a bet of about two thousand dollars; and the club was very certain of beating the jockey. When the day arrived for the race, and the horses started, the club horse went ahead of the jockey's immediately, and took the inside track, nearest the fence. At the first turn, he fell to his knees, and while recovering himself, the slow horse got ahead of him, and after running some distance, the fast horse fell again, and the jockey's slow horse won the race. The fast horse having become lame from his fall, his owners were much chagrined at their misfortune; and on the next morning went to the jockey's lodgings, to endeavor to close another race with him. The landlord informed them that he had left the evening before, soon after the race was over. This sudden departure, after a successful race, excited their suspicions of foul play. They then examined the track, and found that the jockey had dug a number of small holes on the inside of the track, and put gourds in them, spreading a little loose dirt over them; and when the fast horse ran close to the fence, he would tread on these gourds, and would sink and stumble; thus giving the slow horse an opportunity of running ahead of him. When this discovery was made, they decided on having a race at all events, and so chased the gentleman nearly a hundred miles, but did not succeed in overtaking him. This race

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was as interesting, or more so, than the first. The jockey was a very noted character among those of his profession, and well known generally, and, as may well be supposed, was never afterwards allowed to enter a horse on any course throughout the state.

TRUE PICTURE OF THE GAMBLER'S DESTINY.

Our Fancy, should we call on her for a personification of Virtue, would be likely to present her to us under the form of a beautiful maiden, in white attire, tripping, in the light of a spring morning, through the green landscape, with an eye and step of artless innocence, a look of the benignancy of one who is doing good, a bosom beating so freely as to seem formed to reveal whatever was inmost, and, withal, having about her whole aspect a something perfectly indescribable, yet which would tell us in a moment who she was, and what was her errand.

Then if, as a counterpart to this, we should ask for a picture of Vice, might she not, if she had an eye to the gambler, symbolize it to us in the shape (but how shall I say it?) of a man, hard-featured indeed, and forbidding; but now, with an assumed and guileful smile, he is seated in a room flaringly lighted, in the midst of a thousand strange implements and pieces of furniture, all looking as if contrived for some hellish art, while in the background is a hall full of revelry, and close by its side a mysteriously dark staircase, so dark that he who viewed it could not help thinking that it led to some awful place. Thus seated, he is holding by the hand the son

of virtuous parents, and of many hopes; and while the tears of brothers and sisters entreat him to let the young man go, that he may return to his and their peaceful home, the wretch still holds him fast by his vile enchantments, and, drawing him still closer, under pretence of showing him some new art of pleasure and profit, with the one hand filches his purse, and with the other stabs him dead, and kills his immortal soul.

Such a picture would resemble the gambler in more points than one.

It was not by one step, or in one moment, that he attained his present character. No! he has passed through scenes fearfully depraving; he has corrupted others, and cannot fail to have corrupted himself.

He who riots on the ill-gotten gains of the gaming-table, even supposing all to have been fair play, can hardly escape feeling something of the taint and consciousness of dishonesty. It is not easy to say whether it be praise to the purity, or censure on the weakness of human virtue, to affirm, that she cannot mingle with the defilements of vice without being in some measure contaminated.

And who shall experience this effect in its most baleful extent, if not he who makes a particular vice his avocation and his livelihood; who meditates its arts and deceits by day, and practises them on his fellows by night; who, having tutored himself in this iniquitous mystery, is daily striving to initiate others? — a fearful initiation, before which it is necessary that virtuous feeling, conscience, and peace of mind, all be exorcised.

If gaming life have a bright side, it must lie in having a flush of wealth, and living in a splendid dissipation. Yet, with both these, a man may be truly miserable.

True Picture of the Gambler's Destiny.

Now, if such be the parts that strike the eye as brightest and most pleasing, what must the dark side be! The gambler's wealth is of all kinds the most unstable, and his respectability lasts only with his money. The mixed excitement and fatigue of gaming prompt to the use of spirituous refreshments; and the company that rises from the play are apt to lift the glass both frequently and high. The votary of one vice cannot easily resist the temptations of another; and thus it frequently happens that we find the gambler at one stage of his life the high liver, and at another the low sot.

It was disputed before King Darius, by the three wise children of Juda, which of the three, wine, the king, or woman, is the strongest; and he who held the superior strength of the last, urged that for her sake many had both erred, sinned, and perished.

But with whom shall the enticements of impure love be so successful, as with those who have passed the evening at play and carousal?

In the following pages we will endeavor to show what the gambler is, by holding up to view sketches of living instances, which, though imperfect, we doubt not can be recognized by many.

But few would enter into association with the gambler, if they knew who he was, and what his arts were. He fits up, it may be, an elegant saloon, and decks it off with showy furniture. This makes the person who visits it feel that he is spending his time quite fashionably; for how could it be otherwise, when he is surrounded with so much elegance, and conversing with such fine gentlemen?

His gaming apparatus, too, he pleads, are only instruments of divertisement, and the stake merely a some-

thing to give to the hasty and careless movements of the play the interest of things done in earnest. Yet that apparatus, fair as it may be in appearance, is in reality full of device, trickery, deception, and fraud. The gamester, notwithstanding the odds in his favor, must always have his appliances to boot. The magic by which he always comes off winner is to be found in secret springs, marked cards, and a hundred like foul contrivances.

This is the man, and this the furniture, of our Fancy's picture.

The feeling of shame, consequent on such misspent time, puts a man in no fit mood to return to the bosom of a virtuous family, but disposes him, on the least allurement, to enter the house and become the guest of her of whom Solomon has said, that "in her house are the dead, and her guests are in the depths of hell."

This is the background of our Fancy's picture.

The drama of a vicious life is, for the most part, a short one: some scenes in it may be sprightly, and even captivating; some acts less crowded with deeds of disgrace than others; but it does not the less surely end in a fearful catastrophe.

But who is the victim of his arts? Shall we elaborately describe him, and trace him from his first falling into these evil snares, through each successive descent of misery, degradation, and crime, down to the deepest and the last? No pencil could portray so dark a picture: each line of light, each brighter tint, in its turn disappears, and the canvass is left in utter blackness.

DIALOGUES ILLUSTRATIVE OF THE GAMBLER'S LIFE.

Dialogue between a Judge and a Gambler.

This dialogue took place between one of our honorable judges and a professional gambler; and its introduction is merely to show our citizens in what way they should view our public officers that play cards for amusement, or for any other purpose whatever.

Gambler. Good morning, judge.

Judge. Sir, good morning.

Gambler. Judge, I thought I would call to see you this morning, before you should have been called upon from any other quarter, because, in consideration of your present standing, our open intercourse might not be passed over so lightly as when you were prosecuting attorney.

Judge. Hold on until I shut the door; you gamblers talk as loud as if you had always been in the habit of talking to deaf people.

Gambler. O, no, judge, don't shut the door to talk with a gambler; no, never do the like of that. You see, judge, the impropriety of it is this. Suppose any body should call, and you and I were locked up in the room together; it would look very dark on your side, as a judge, you know. It is not as favorable for you to be seen talking with a gambler now, as it was when you were prosecuting attorney; (and then, you know, every body was ready to censure you.) And before you were the commonwealth attorney, you could be locked up for hours with that class of men that I am ranked in, called *gamblers*, and no person the wiser, whether it was the

statute of the state you were examining, or the history of the four kings.

Judge. Yes, I am in a different station now; and, as such is the fact, I have come to the conclusion not to gamble any more. You see, sir, the station that I have to fill will not permit me to play cards upon any condition whatever. If I was to, and it should be found out, it would injure my standing very much with a class of men with whom it is my interest to keep on the right side.

Gambler. O, yes, judge; certainly the right way for *you* to do, is, to keep the right side of people, and their purses too; of course, you expect to do that for your own benefit, as you go along; do you not?

Judge. What! do you mean to say that I am not to be relied on in the station I now fill?

Gambler. O, no, certainly not. But look here, judge; there is no use of your putting on such a long face at the start, for fear that you have to take another position before you get through.

Judge. No, sir; when I set myself against any thing of the kind, I stop it instantly; and when I was elevated to this position, I then pledged myself to abstain entirely.

Gambler. Well, judge, that was all right, I suppose: you never have broken the pledge, of course.

Judge. No, and never intend to; but I may take an interest in a game, now and then, when I have time to look on, merely for amusement.

Gambler. Well, judge, I suppose that has been the case in the last week back; has it not?

Judge. Look here; I tell you, positively, I never will put confidence in another sporting man as long as I live; they could not keep a secret to save their lives, though it might ruin them and every friend they have. Then I

suppose that numskull has told you a great deal; has he not?

Gambler. O, no, not much; he merely said you had been playing a small game with him and two others; but you know how that went down with me. When he said you and he did not lose, as you are not in the habit of losing, why, of course that was not strange to me, as I knew he himself was a No. 1. See here, judge; cannot you get me in that game? You know he and I can win every dollar that is shown — or make you do it; and they will have no idea that we are interested.

Judge. All this might do well enough, were I to win all the money, so as to let none of them know who either of you are. But were they to find that out, it would be a bad go. You must know that a man situated as I am, will never be willing to take less than half of any game, as we have all to risk. You know they were near suspecting me for making up that game of whist, on the steamboat, last winter; and have suspected you for an acquaintance of mine, as smart as it was managed. But now I have no such fears, as the generality of people dare not express themselves, even if they should suspect me. But I tell you, once for all, that I must have one half of the game, whether I play all the time or not; so that I introduce you, and you get the game, I must have one half. You understand that?

Gambler. O, yes! But, judge, one third, I think, would be right; you know he and I are both poor; and, you see, we have all the work to do.

Judge. O, well, certainly, one third. But, then, you must see me righted, as I would not risk that other fellow any farther than I could see him; and then do you put a padlock on his mouth; tell him to recollect he will want

to deal faro here, in time of the races; and he knows, then, that I and the prosecuting attorney will have him between our fingers. Apprize him of this, and other advantages that he can have by being true to his trust. You tell him the nature of it, as you understand it better, perhaps, than he; as you and I have had considerable dealings in our lifetime, and are likely to have more, and of greater importance. And as he is some little acquainted with me, there is no way to get rid of him on good terms; but you take and give him a good going over. Convince him of the importance of keeping his tongue between his teeth; tell him that the state's attorney and I understand each other. I will let you know in what way you and he are to act, by notes which you will get through the post-office in the same name. You always correspond with me; but don't let him know in what way you get your intelligence; keep him as far off as possible. In the mean time, I will see the prosecuting attorney, and through him and myself, you can get into all the games of consequence that are played throughout the circuit; but never take it upon yourself to speak to either of us in any other way than through the post-office.

Gambler. Certainly not, judge; we will do every thing right in our line, I assure you. Fear nothing on our part; you get the pigeon, and we will pick it so slick, that no one but the pigeon will know that a feather is missing. But I say, judge! there is one kind of officers that I can never get the run of; and that is our sheriffs.

Judge. Well, now, I can tell you they are the easiest men for you to get the hang of, among all the public officers; and you never need miss one. Whenever you see or know one of them who merely sits down and plays

for amusement, you then can approach him with safety, and he will always favor you for a small per cent. And should he ever be seen talking familiarly to the gamblers of his acquaintance, and letting on as if he loses his ten or twenty of a night, merely to amuse him, and letting the game-keeper know that he is in favor, you need never have any delicacy in asking him to take an interest with you; there is nothing more certain than his taking the interest without the least hesitancy. The only man who holds that office, that you need fear, is the man who never visits the gambling man, unless he has a writ to serve on him; and when you have made inquiries among the acquaintances of this kind of an officer, and they say he never plays either for amusement or money, then you have no right to suspect that he will take an interest with you; but this I tell you, that times are much more favorable now than they were some years ago; you don't find so many of these long-faced fellows in office, and it is much easier on the gambling community. Although they have pretty severe laws in some of our states, yet they have officers who know how to arrange things so as to make it easy upon their friends of this class.

Gambler. Well, judge, I see through the character of this sheriff plainly; and since you point it out, I cannot see how any body else should mistake a man, when his daily conduct speaks so loud what he is within. I say, judge, if the enemies of our profession could get the run of our dealings, and discover our ingenuity, there would be odd kinds of times in old Kentuck; but there is not much danger, as the majority of our officers are favorable to the trade; so, judge, as we have come to a final understanding, I will bid you good day

Dialogue between a Congressman and a Gambler.

This dialogue actually occurred between a representative and a professional gambler. They met in Washington by agreement, and the member of congress was interested in every game that was played by his sporting friend during the session. It can be relied on as a true representation of the characters of some in both houses of congress, as well as of our state legislature.

Gambler. How do you come on now-a-days? Since you were elected, a man scarcely gets eyes upon you.

Representative. O, yes, I have been making arrangements to leave for Washington city, and I want you to go with me. What do you think of it? Do you think we will have a fine time?

Gambler. In what respect? I visited our seat of government about three years ago, with one of our senators, who had held out great inducements to me, and who told me that, if I would go and deal faro, he would take an interest with me, and that he would bring me men of all classes. He said all of the members gambled, with the exception of some fifteen or twenty; and all those that played had plenty of money. Well, this I found true, in relation to their playing and having plenty of money; but I found they were somewhat like himself; they had got sportsmen to accompany them. This I learned from the sporting class soon after I arrived. I got me a room, fitted it up, and spread my faro tools, and he got some one or two men to come and play, and I made about five hundred dollars. Well, this so stimulated him that he went off the next night, and got drunk, and I did not get to see him for some four or five days, unless it would be when he was attending to his official

duties. During the time of his absence, no person, except sportsmen, visited me. Well, finally I found out he had been playing, and lost about five hundred dollars, and he was ashamed that I should know it. This satisfied me. I then packed up and returned home, coming to the conclusion that the seat of government, although a place to make laws, and a place where the good citizens in general assemble, was quite as bad as any other place I ever was in, and where gamblers were more generally sustained by the citizens. Not that I had any objections to their encouraging the trade; but to find out the kind of characters that are selected by the people, to both houses, surprised me. Indeed, card-tables were as common among the members as among the thorough-bred gamblers, and in fact some of them told me that they had been professional men for years; and if that is the class that I am to be introduced to when I go to Washington, I don't want to go, as I can get enough easier games to play at home.

Representative. Well, do you expect to find men of the same grade in congress? Every thing there is done up in order, and there we get a specified salary, and do not indulge in playing only very privately; and you know that I never get drunk — so, if any body should get drunk, they would fall in my hands, and I would soon convey them over to you to sober them. Now, let me explain to you the advantage in being in with a member. You know that we are acquainted with one another in two days after we arrive; and our acquaintance is general throughout both houses. Well, every man has his business to attend to, and one particular branch that I shall attend to, will be to see how many I can bring to your room; and then you must make it your point of the

business to win every dollar that shows itself. You know that men of every grade are bound to visit Washington, and that gives a man a fine opportunity to do whatever he pleases. But I tell you I must be shy about it; my friends at home tell me that people are getting out of the notion of supporting a gambling man, although they admit that I would be their choice if I did not gamble; and they are right, for I tell you the plain truth, the faro room has more enchantment for me than all other places that ever I was in, although it has been the ruination of me all my life. But from this out, I will quit betting, and take an interest in the bank, and pick up the unsuspecting; and I tell you it is a true saying, that "a drowning man will catch at a straw," and that suits my case at the present time, for I expect to make five thousand clear of my salary this session. I know a great many who will visit Washington on business, and most all of them play more or less; some of them for amusement — but you know the nature of that kind of players; treat them to a fine supper, and give them fine wine to drink, and fine cigars to smoke, it is very apt to make a man forget himself when he has good, jovial company. That is the way the game of faro was introduced to me, and when I just took a look at the implements, I thought it would be a long time before they got me to bet; but, sir, in a few nights, with their fine suppers, wine, cigars, and the like, they caught me up, and I lost a thousand dollars the first night. I well remember that it was one of our representatives who introduced the men that won it. Well, sir, that gave me a start, and I lost all of the money I had, and then borrowed until my credit gave out, and then I run my father and brother's credit, until I injured them very

much, and had then to set down close to the practice of the law; and ever since, every dollar I have made by my profession they have won from me. And now that I have been elected, I expect to pick up some one in the same way; and I have come to the conclusion that most every thing a man can do now-a-days is fair.

Gambler. Well, really, those are my sentiments. But let me tell you that the first thing that ever gave me confidence in the gambling line, was to see so many men of your class, and all others, participating in the hazard of the card-table. I was never more surprised, than when I first saw you playing cards; not knowing you, I remarked to a partner that you had a soft game. You were playing with a judge of the Circuit Court, and one or two other officers of distinction; and I thought, when I first cast my eyes upon the table, that you were sportsmen, instead of lawyers, judges, and the like; and to see the way you and they bet, satisfied me that I need not hesitate to go ahead when I saw the very men taking a part, whose duty I knew it was to put it down. I thought, then, if the citizens knew that you indulged in this way, there would be a different arrangement throughout the United States. Well, sir, from that time out I always felt as much at home when in company with any man who played for amusement, as I would among the sportsmen themselves, for I always noticed that a man who merely played for amusement, and who could see no harm in it, never could see any impropriety in gamblers' betting as much as they pleased of their own money. And since I have noticed the class of officers who encourage card-playing in the way they do, I have been fully satisfied that any way a man could get money without stealing was right; and I have one thing always

to console me — that is, that I am not alone in my thoughts on the subject. Well, I think I will go with you; but if I do, you must see me out, if I should get into difficulty, as I shall not have many friends in that part.

Representative. O, you need not fear but that all things will be right in that respect. You see, you and I will form an acquaintance there, the same as other strangers do; and when we have any business to transact, we must do it in a private manner, in order to keep down suspicion. But you will not find as many low-bred, suspicious persons living there as here. All you have to do is to sit in your room, and I will get a plenty of game, and then, you see, there will be no danger of your being troubled, as I will never introduce any but transient customers.

Gambler. Well, then, I will be ready, and leave in about three days after you do, so that it may not be suspected that you and I are in any wise connected.

Representative. Well, then, I will sleep contented to-night on the strength of it.

Gambler. Yes, you will find me there according to promise, and not a day behind the time; so all is understood between you and me. Good day

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Dialogue between a Gambler and a Travelling Agent.

The following dialogue is a true one, and was taken from a conversation between a gambler and an eastern gentleman, who was acting as agent for different houses and newspapers in the south.

Dialogue between a Gambler and a Travelling Agent.

Gambler. Halloo! old fellow, how are you?

Agent. How do you do yourself?

Gambler. Not altogether as well as I could wish; the times have been pretty hard on me.

Agent. Ah! how so? and how did you get here, if that is the case?

Gambler. Well, now, let me tell you. I have been on board eight different steamboats from Memphis to New Orleans, besides on one flat-boat; — now, what do you think of that?

Agent. Well, that was hard, sure enough! — But how did that happen?

Gambler. Well, I will tell you. I got on one boat, and travelled about one hundred miles before they asked me for my passage money, and when they found out that I had none, they set me ashore. It was not long before the second one came along, and I got on her, and such was her speed that we caught up to the first one in about an hour, when I, forgetting myself in my great desire to assume important airs, (in which we sporting gentlemen are not deficient,) stepped upon the hurricane deck, pulled off my hat, and gave them three cheers. This, of course, would make the passengers on the other boat notice me, as well as those on the boat where I was. No sooner had I given my cheers, than the captain of the other boat said, "Hallo, captain! I set that fellow ashore, about an hour ago, as I found out he was trying to pass himself off for a gentleman, though he had no money to pay his passage." I tell you what it is, I then would have given a round hundred dollars, had it been convenient, to have not given the cheers, and five hundred if they had not returned them in the way they did. Well, sir, in a few minutes up comes the clerk, in a very polite

way. Said he, "Excuse me, but it is our rule for gentlemen, when they have no baggage, to pay their passage upon the entering of their names." At this I affected to be highly offended, and told him to set me ashore instantly, as I was grossly insulted. "Certainly," replied he, "that is just what we will do." So in a few minutes I was on shore again. I, however, got on the next boat, and, after travelling all night and the next morning, I was asked to pay my passage, and then, as usual, I had to "walk the plank." And this was the way with all the boats, until I got on the eighth, and *they* put themselves to a great deal of trouble to reach the shore in order to accommodate me; and when I got on board, they asked me for my passage money, (being then about thirty miles from the city.) I replied that I would pay when we arrived at the city, and that I was a merchant there. This had scarcely been out of my mouth, when up stepped a fellow, who had seen me set on shore a few days before; then my cake was dough once more. "Well," said the captain, (for he was up to snuff, being an old codger,) "have you any objections to working your passage?" "Indeed," says I, "captain, I cannot work — see how tender my hands are!" "O," said he, "the work I require you to do will not affect your hands; come with me." I followed him down into the engine room; he then made a rope fast round my two wrists, and attached it to the engine, and told me I had to keep with the motion of the engine; and, as there was no other alternative, I had to travel backwards and forwards as the piston went! — and thus he kept me running until the boat landed about ten miles above the city, when I begged him to let me go on shore, as I certainly would prefer walking. This request he granted, telling me

never to try such projects again. I got leave to ride down from there on a flat-boat.

Agent. Indeed, you have had a hard time of it; and you are the last man I should have expected to see in this city.

Gambler. Why so? Is it any more singular that I should get here than the rest of the boys? since, when I saw you last in Louisville, you had not much yourself. But as there are several listening, we had better stop talking until some more convenient time.

Agent. O, no; that makes no difference to me. I do not think you know me; the only places I ever saw you, are in Nashville, Tennessee, and other places in that state — but never in Louisville.

Gambler. (*Aside.*) Confound the fellow! I have been talking to a man that knows me, and I know nothing about him, but took him to be one of the boys. (*Aloud.*) O, I say, old fellow, this confab of mine was a mere romance; no such thing ever happened to me; I am a different man altogether. But pray, sir, why were you so astonished at seeing me here?

Agent. You do not know me, do you? I say I saw you at the races in Tennessee last week.

Gambler. O, yes, I was all through Tennessee at the different races, and won many of the purses through the state.

Agent. Ah! in what way?

Gambler. (*Aside.*) Confound the fellow! he appears to know me; but I will make out every minute as if he never saw me. — (*Aloud.*) Why, sir, in what way does any gentleman sportsman win purses?

Agent. Well, sir, that is a class of men that, fortu-

nately, I never had much acquaintance with, and never intend to have.

Gambler. I won the purses by entering horses, as other gentlemen did. How did you expect me to have won them? — Sir, I demand an explanation! This is a pretty way for you to throw out insinuations before these strangers. Explain yourself! — (*Aside.*) I would a little rather he would not.

Agent. Well, now, Mr. Importance, since you are so anxious that I should explain myself, I will do so. I must let you know who I am, and the capacity I am in. I am an agent and collector from the east, having bills to collect from men that call themselves sportsmen, in that part of the country. I called on them, and presented my accounts. Many of them told me that I must go to the race-course; that they were playing different games, and there they would pay me, if they got any game; and this was the way I found it throughout all of the states among this gentry. And as the race-course was the only place where I could make any collections, of course I had to attend them.

Gambler. My good sir, you are entirely off the subject. You see, gentlemen, the young man does not know what he wishes to say himself. He is a good sort of a fellow, I have no doubt, and wished to say something, but did not know what it should be; but it is all right, since it shall make no difference with you and me; but hereafter, mind and know what you are talking about.

Agent. If you are through, sir, I will proceed, and finish what I have to say in relation to yourself and some of your acquaintances.

Gambler. Certainly, sir, proceed. — (*Aside.*) But I would much rather he would stop where he is.

Dialogue between a Gambler and a Travelling Agent.

Agent. On my first visit to the race-course at Nashville, I saw you, braced back, dealing faro, with a large regalia cigar and a ruffled shirt, and that ruffle so large you could scarce see over it. I believe you have the same shirt on now, but the ruffle is turned in; is it not? The next place on the track I saw you, you were playing at roulette. On the same track, the next day, you had on an old slouched hat, and were playing chucker-luck; and the next time I saw you, it was at the entrance of the track on the outside, with your foot up on a stump, playing the thimbles: and these are the different attitudes I saw you in, on the Nashville track.

Gambler. Ah! I just know now whom you have reference to: it is a brother of mine. Poor, unfortunate fellow! He was misled by some of the class you speak of; and I have heard of his smart tricks many times, and I tell you, colonel, he is hard to beat! — From what I have heard myself, if he gets broke dealing faro, he flies to roulette; if he cannot make money sufficient at that, he, like all the sporting gentry, plays the three little thimbles, or the grandmother's trick of the three cards, or most any thing else, until he gets sufficient money to promote him. But for my part, I never have been addicted to card-playing. I, as I said before, run fine horses, and win a purse; and that is the amount of my gambling.

Agent. Look here! you need not put on any airs with me. You are the man I have reference to, and no brother about it.

Gambler. Me, sir!

Agent. Yes, no other but you, sir!

Gambler. Do you pretend to say that I never run for a purse?

Agent. O no, certainly not; I had no reference to your running yourself for a purse. But I had reference to your never entering of horses to run for any.

Gambler. Look here, young man; you will get my dander up, the first thing you know. You see, gentlemen, he is trying to quiz me. Now, sir, come out and explain yourself.

Agent. Well, now, sir, that is quite easy. You know, gentlemen, there are various kinds of purses that are run for; and there is *one kind* entirely different from all the rest. This purse is generally run for by a class of men that call themselves *sportsmen*, but are nothing more nor less than gamblers or blacklegs. This purse that I speak of is what is generally called the landlord's purse, or bill; and that is the kind that this gentleman ran for, I believe. At the end of every race week, he ran off without paying his bill; whether he had money or not, I cannot say. And the way they do this is, one of the clan, or perhaps two, will claim all the baggage when they go to leave, and, paying their own bills, take the baggage that they bring, or at least they have in their own room; and the landlord has no right to take their trunks for the other man's bill. True, when they come to the tavern, you will think they are all brothers; but when they leave, they are all strangers to one another, with the exception of one or two who carry the rest! This number they select for baggage carriers at the beginning of the races, and the caravan travels from one part to another in this way; but the baggage men always are bound to pay their own bills. And thus they have their baggage carried from one place to another, swindling honest people of their honest dues. Then, you see, the purse or bill I

speak of is very interesting for this class to run for on the last day!

Gambler. Look here, my good sir; do you say that I run off every time that I attend the races?

Agent. Yes; to my knowledge you ran off without paying your bills five different times at different tracks, and attempted it at the sixth; but, the landlord having heard what a villain you were, the last night of the races at Memphis, he locked your door, and put a watch at your room, to prevent your leaving without your paying your bill; and that night, about eleven o'clock, you were found trying to get out, which you effected, and the landlord caught you, and made you tell where you carried your baggage — and that was in your hat! You had, as your wardrobe, one shirt, one pair of socks, one chucker-luck box, two or three sorts of dice, one deck of cards, and about half a dozen thimbles! The landlord, with an officer, led you off to jail; and when I left, the next day, they told me about thirteen out of twenty of your apparently most intimate friends had left between two days, without paying their bills, or even bidding the landlord farewell. And when I left, you were still in jail, and *that* was the reason of my surprise when I saw you here!

Gambler. Well, I give it up. You can tell any thing the smoothest, and get over it slicker, and make the fattest joke out of it, and tell it with a better face than any other man I ever saw. — But look ye here; I will not stand such talk about me. I will let you know that I will not be trifled with by such a man as you.

Agent. Mind! I will tell something more, if you don't hush; and you know it is the truth.

Gambler. Well, sir, I have one request to make of you

— that is, for you to leave me, and never speak to me again!

Agent. Now you are talking sensibly! — That I will certainly do, as I feel ashamed of myself for having been caught talking so long to you in public; and had it been in private, sir, I would not have been seen by an honest man for any consideration whatever. But now, after this, take my advice, and never put on airs without knowing whom it is with. — So I leave you.

INGENUITY OF GAMBLERS.

I have had frequent occasion to speak of the ingenuity which the gambler displays, in different forms, in order to deceive those who are so unfortunate as to be thrown into his power. I have met with men of this stamp often, who, if you were travelling in their company, would so manage, that, without the slightest suspicion, on your part, of any sinister design, they would soon ascertain what was your business, where you were going, how long you expected to remain, how much money you had, and whether you play cards; and if you do, what your favorite game is, and whether you bet high; and, in short, every thing relating to your history and movements that can, in any way, be made to subserve his swindling designs, will he manage to possess himself of. And, in order more effectually to ingratiate himself into your regard, he will find out what is your hobby, (for almost every man has a hobby of some kind,) and while, with seeming admiration, he is listening to you on your fa-

vorite themes, he will be studying your character, and learning at what points you may be assailed with the greatest probability of success. He will have you surrounded with hearers, apparently very much interested in your conversation; you, in the mean time, but little suspecting that this seemingly respectable and edified company is made up of sharpers of all the various grades from number 1 to number 4, inclusive. And if it should be found that you are not a fit subject for number 1, he will let number 2 take you and deal with you; and if he does not succeed, he will hand you over to number 3; and if he, in his turn, is not successful, he passes you on to number 4, who stands ready to have every thing put in operation, as soon as a convenient opportunity presents itself; keeping his eye upon you with the vigilance and rapacity of a hawk, until a favorable place and moment arrives for putting his nefarious purposes into execution.

This may appear to be strange, and quite incredible, to many inexperienced people, who are in the habit of giving all whom they meet credit for actually being what they seem to be; but still, this is a true character of those different classes of men. I do not wish the reader to understand me to say, that every person they meet with, and attempt to practise upon, falls a victim to these base classes of men; but let me assure you, that many an unsuspecting youth has been entrapped and ruined in the same way I have just described. True, they often find that those whom they endeavor to entrap, are as much experienced, and as cunning, as themselves; and it generally requires but a few minutes' conversation to make this discovery; but even those who have much experience in the rascality of mankind, cannot always successfully protect themselves against the complicated villanies of these

men, and especially those who belong to numbers 3 and 4. And the principal design of this chapter is to put the youthful and inexperienced on their guard, lest they should fall universally into the snare of these depredators, who make rascality their constant study; and depend upon it, that, no matter in what way they may undertake to deal with you, deception and fraud are at the bottom, and at the very time when they appear the most fair and plausible, it behoves you to be the most cautious and circumspect; for, ten to one, they are at that very moment meditating some deep and irreparable mischief to you. The only safe rule that any one can lay down for himself, in reference to such people, is, "Come out from among them, and be thou separate; touch not, taste not, handle not." The more solemnly he asseverates, and the more fairly he speaks, the more closely should you watch him; for he will carry his point at all hazards, when his interest, or his imagined interest, calls for it. And of one thing you may be quite certain — that he would have nothing to do with you unless he has a prospect of turning it to his own profit. If he keeps about you, and dogs your path, it is for the same reason that birds of prey follow the path of an army; it is not your good that he aims at, no matter what his glozing professions may be — it is your downfall, your utter destruction in character, fortune, and happiness, forever.

The gambler, that is, the thorough-bred gambler, will, by certain mysterious motions, to which they are accustomed, communicate their thoughts and sentiments to each other as plainly as you could explain any thing with a pen, ink, and paper; and yet, at the same time, keep their designs totally concealed from all present, except those of their own clique. This they will do by certain

gestures and remarks, which they are in the habit of making. For instance, should you be conversing on some subject, and should the man you are conversing with answer you in a way calculated to confuse you, at the time that such an answer is made, then look out, for he is then talking in such a way that his partner may understand him, however mysterious or unintelligible it may appear to you. This kind of artifice is what is familiarly called, among gamblers, "flash;" and to illustrate more fully what is meant by it, such an example as the following may be mentioned: Suppose you were sitting at play, and should remark that you are very much fatigued; "Yes," says one at the table, "any time." You will certainly ask what he said. He will then reply to you in this way: "Did you say, Let us all take something to drink?" Now, the object of the first reply will be to apprize his partner that it is necessary to do something that will have a tendency to excite you, so as to prevent you from leaving the table until they win your money. This is merely a specimen of their use of this kind of artifice when at play. The forms in which they carry out this device are almost infinitely diversified, and by noticing particularly, you may detect them in the practice of it; but you will find it impossible to tell precisely what they mean. And it would not be in my power to explain it all so as to be understood by any, except those thorough-bred gamblers who are spoken of in the thermometer of the different degrees of gambling. These signs are learned by the frequent repetition of them, and by this means they ere long become as familiar with them as the schoolboy is with his alphabet.

It is not to be expected that I should be acquainted

with all the various forms of deception that are practised by that unfortunate class of men treated of in this book. But what I have had the misfortune to observe and experience, for about twelve years, in this mode of life, or so much thereof as may be profitable to the community, I have endeavored, and will continue to endeavor, to lay before them in the best manner that my abilities will admit of; hoping, in this way, so to lay bare their dark and ruinous contrivances, as that they shall, in a great manner, become useless to them, and, at the same time, so arm the inexperienced and unsuspecting against them, that they shall find it more and more difficult, if not entirely impossible, to entangle them in those snares with which they are constantly striving to beset their paths.

I know that there are many among gamblers who would (if they dare to do so) contradict many of the statements and disclosures which this book contains; for they will, no doubt, feel that, if such efforts as I am now making should be countenanced by society, their craft will not only be endangered, but in all probability destroyed. They know, however, that their opposition would not be likely to have much effect, unless it would be to give greater credibility and currency to what I have written. Their opposition (they very well know) would be attributed, and very properly too, to a desire to suppress and stifle the truth on this subject, and to prevent any further exertions to tear the veil from their mysterious and unprincipled proceedings. And though the reader may have acquaintances who have hidden their faults from him for years, when he opens this book, if he will notice them a little more particularly, he will recognize them in their true character; the mask will be rent

asunder, and the dark-minded, heartless gambler will stand confessed in all his nakedness and deformity; and the consequence will be, that he will have to change his course, or forego the pleasure of all honorable society, and have that place assigned him in the scale of moral depravity to which he is so justly entitled. But I must not consume the time of the reader in moralizing on the effects of the vice of gambling, when my principal object is to present him with *facts*, and leave him to draw from them those salutary instructions and warnings, which, in most cases, will arise so spontaneously in his own mind, as to require but little in the form of comment or moral reflection from my pen.

THERMOMETER OF THE DIFFERENT STAGES OF A GAMBLING LIFE.

1. When the young man first wanders from that path of rectitude, which an enlightened conscience and a virtuous education have marked out before him.

2. When his evil passions are called into action, and are strengthened by his forming associations with the votaries of dissipation, and those who are more or less hackneyed in the ways of vice.

3. When he begins to cease to feel ashamed at imitating the conduct of his dissolute companions, and to lose that respect and veneration that he has heretofore felt for those parents or that guardian who has always manifested an affectionate interest in his welfare.

4. When his mind has become so devoted to the so-

ciety and habits of his abandoned associates, that he not only ceases to be restrained by respect for his parents or guardian, but will resort to dishonorable tricks, or expedients, for the purpose of blinding their minds as to the downward course of life to which he is addicted.

5. When, at the very time that his parents or guardian have had their fears quieted by his glozing promises and protestations, he will privately steal away from their roof, and throw himself into the arms of his profligate acquaintances, and make a boast to his reckless companions of his ingenuity in eluding the parental eye.

6. When he begins to find that his fear of being found out by his parents, is every day becoming less and less.

7. When he begins to suspect that all his contrivances to keep his conduct concealed from his parents, have failed to screen him from discovery, and that they are, probably, but too well acquainted with the character of his associates, and the ruinous habits into which he has unfortunately fallen.

8. When a passion for dissipation and bad company has become paramount to all others; so that he cares but little who may come to a knowledge of his excesses, and set him down as the habitual companion of "riotous persons;" but still retaining some sense of shame at the thought of being seen in his true colors by those who have watched over his infancy and youth with parental tenderness and care.

9. When the scale has so far turned that he loses all fear and shame at the idea of lacerating the feelings of his nearest and dearest friends and relations by a knowledge of his downward, dangerous, and ruinous career in the path of dissipation and felony.

10. When card-playing for amusement is introduced

to him by his newly-formed acquaintances, and he consents to take a hand merely to keep in their good graces, or to learn to play to such a degree as to bear a respectable hand, when his companions may desire his participation in the sports of the card-table.

11. When he becomes so attached to this kind of amusement, that he will leave his business at any time of day, and go to the card-table with any kind of company, provided no person is present to inform his injured parents, guardian, or employer.

12. When his attachment to the society and employment of the gamester, has so increased and strengthened, that it becomes almost impossible for him to keep from playing, and neglecting his duty and business for that purpose, caring but little whom it may please or displease.

13. When he becomes so far enlisted in this fascinating and destructive vice, that he so far forgets his duty to God, and what is due to the feelings of society, as to employ the Sabbath day in card-playing, instead of decently and reverently attending the house of God on that day, as he was formerly accustomed to do.

14. When he finds that his bad conduct, and particularly his devotion to gaming, have caused his former friends to disrelish his society, and that his character and credit is rapidly losing ground among those who know him generally, and most of all, among those who occupy a respectable and honorable rank in the community, causing him to be regarded as an object of distrust to all, and of deep grief and mortification to his dearest friends.

15. When he leaves his home, and goes among strangers, persuading himself that all he needs to get

along at his ease, and enjoy happiness, is to be free to indulge his propensity for gaming, unrestrained by the presence and advice of his virtuous friends and acquaintances.

16. When he finds himself thrown among strangers, and, instead of that enjoyment which he expected from their company, and the absence of his friends, finds that they have no sympathy for him, and is forced to believe that any appearance of friendship is mere hypocrisy, in order the more easily to strip him of his money and turn him loose on the pitiless charity of the world.

17. He now finds himself thrown into a class of players a grade beyond those who introduced him to this evil; and being refused by that class of players that he has been in the habit of playing with, he becomes united to those who will probably work all the week, and play of nights and on Sabbath days for money.

18. When his propensity for card-playing is so strongly developed, that he will risk a small stake in order to get the opportunity of amusing himself, and is willing to pay for it out of his week's labor, as there is no chance for him to win at the first outset. Thus he labors under great disadvantages, and all this to gratify the passion for gambling that he has acquired, without ever giving the first thought as to what are to be the consequences.

19. When he finds that he is kept poor by this class of Sabbath gamblers, and wakes up every Monday morning with his mind harrowed up with shame, remorse, and regret for the money that he has lost on the previous day.

20. He now begins to think that he must have recourse to some scheme to save himself; he sees that it will require him to make some extra efforts to accomplish

Thermometer of the different Stages of a Gambling Life.

s ends; and thus he will begin to cultivate some other nds of dishonesty, at which his mind would have in-ntly revolted before he became a votary of the gaming-ble.

21. When he first strives to cheat in some manner, d finds that he succeeds so far as to enable him to ep even at least. His success in this kind of dis-nesty urges him on to cultivate his talents for this principled mode of speculation.

22. When he finds himself braced up on Monday with e reflection that he has preserved his last week's wages his ingenuity, and the flattering prospect of hereafter taining what he earns. And then he thinks of the joyment he will realize from playing in time to come, d finally concludes that he will endeavor so to extend s cheating operations as to enable him to get back at he has lost before.

23. When he puts in practice the purpose thus rmed, and succeeds in winning small amounts, and en finds (as he might have done before) that his oppo-nts are secretly endeavoring to serve him in the same nner, by which his determination is increased "to win oney honestly if he can, but if he cannot, to win by y means."

24. When he finds himself fully reimbursed for all his mer losses, with a balance in his hands, he is so elated th his success, that he becomes more and more de-hted with this dishonest mode of life, and less and less isfied with making money by the comparatively slow ails of honest and patient industry.

25. When his winnings are so great, at a single sitting, at they amount to more than he could have made by a ole week's work, causing him to make up his mind to

play at nights, (to the neglect of his work,) as well as on the Sabbath, — his success, in the mean time, constantly increasing, as he applies himself with more and more assiduity to the study of deception.

26. When he finds that his efforts have been crowned with such great and unexpected success, that he feels as if he would prefer to discontinue his daily labor, and depend upon winning enough from the working class of gamblers to afford him a fair support, being strongly tempted to decide upon this step, by the reflection that he will have more leisure and opportunity to cultivate his skill in the art of cheating.

27. When he finds that his frequent and successful playing has made his associates afraid of him, and that, in consequence, they have commenced dropping off by degrees, being convinced that he is too good a player for them to play with; that is, his late success has made his associates poor, and they, from a continued course of ill luck, have become shy of him, and will not play with him any more.

28. When he finds that, for the third time, he has to select new acquaintances, and that he will have to make the selection out of that low class of men that play ten-pins for a living, and when they make a little money at that, they play cards with such men as will condescend to play with them, as it is too low a place for gamblers of much note to be found at.

29. When he finds that his last-formed associates are old, broken-down gamblers, that have become habitually and sottishly dissipated, and cannot play cards to any advantage, but still consider themselves as not below going to the very first order of sportsmen, (as, indeed, they might have been in their latter days,) but have

become so besotted by intemperance and debauchery, as to make them an easy prey to his plans of deception and swindling.

30. When he finds that he makes but a meagre support from the pittance that those broken-down gamblers are able to get in their possession; and the younger ones, that play ten-pins, cards, and other low games for money; and finds, also, that the landlords of those despicable houses, by the time they make a dollar, are ready to seize upon it; and thus he discovers there is no chance for him to make money in this clan, and then seeks for another class, as he will readily learn from those dissipating rowdies about him, where he can find shelter next, as they generally know what grade will suit his circumstances, and where they are to be met.

31. When he finds that the class into which he is thrown, are those poor, profligate wretches that get their living by playing thimbles, and race-track games, including every kind of low, cunning tricks with cards and thimbles, descending even to the picking of pockets, and all kinds of rascality.

32. When he sees and understands the business of this low and desperate class, and witnesses the perpetration of their base and villanous deeds, and thinks that he is fully acquainted with them, there are still some of the secrets of their clan which they keep from him for months, perhaps, after he has formed an alliance with them, lest he should be too much shocked with their crimes, and be induced to give them up in disgust and terror.

33. When the youth reaches this number, he is upon the brink of the most dangerous gulf. After he has become associated with this class of villains, and has

seen them apparently prosperous, he becomes anxious to do as well as any of them, let the means or consequences be as they may, and makes every exertion to keep even with them, flinging conscience, laws of God and man, and every thing else, to the winds; and here, then, is the stage at which there is but a step between him and hopeless infamy.

34. When he is made fully acquainted with all the mysteries of the villains of this class, he has learned to do every thing in the trick line; for having become thoroughly attached to this reckless band, they take pains to initiate him into a knowledge of all their deceptive practices; and they will conduct it in such a manner as to destroy any good feeling that may still linger in his bosom, and by this means he becomes completely prepared for entering upon the next dark stage in his career of crime.

35. When the youth reaches this number, he is then a regular graduate in every branch but one, and that is the picking of pockets, or things of the like sort. This branch, however, will be introduced to him but seldom, and with extreme caution; for though many of his associates may be adepts in this sort of villany, they will be exceedingly careful to keep it to themselves; and here he is every day liable to be arrested, with them, by the strong arm of the law, and to find out, when it is too late, that he has to take "pot luck" with those who (unknown to him) have been guilty of crimes or misdemeanors that will send them to the gloomy walls of the state's prison.

36. When he is fortunate enough to reach this number unharmed, and has become fairly awake to the peril of his position, has he sufficient courage to retrace his steps

—to break the connection forever? Alas! it is the fewest number that have. On the contrary, when he is brought to this number, his feelings have been so prepared and accommodated to it, that he will probably take hold as eagerly as those who have brought him to it. But if he has sufficient self-respect left to resist the temptation, and tear himself away from this band of desperadoes, he is then cast upon the world to find out, as well as he can, where he shall perch next.

37. When he finds that he is bound to leave this band of villains, and finds no resting-place elsewhere, (not being willing to return to the paths of virtue and honor,) he falls into the hands of number third rate gamblers. They are composed of men of different grades, from the reprieved culprit to the young man that we have brought up to this degree. Their principal games are roulette, rolling faro, chucker-luck, fighting, and almost every description of low-bred villany; for when men have arrived at this stage, they are prepared to do almost any thing for money.

38. He now finds himself identified with a class who are so habituated to, and hardened in, villany of almost every sort, that their real character can no longer be concealed by any kind of artifice, but is as strongly depicted in their very countenances, as was the curse of the Almighty on the brow of Cain; so that, by their very aspect, with its invariable accompaniment, (the most impious profanity,) the most superficial observer is in no danger of mistaking them. So unmistakable is the mark, that their real character is as readily known by it, as if the inscription were literally branded on their forehead, — BEWARE! LOOK TO YOUR POCKETS; I AM A SWINDLING GAMBLER.

39. When he becomes convinced that this band of villains (the same as number 4) are the very ones that must inevitably ruin him, if he continues among them, and under this conviction, he soars to number 2. This class is composed of low, narrow-minded, self-conceited fellows, who are generally men that are depraved enough to do any thing, and would have become identified with number 3 or 4, but were wanting in that desperate kind of bravery that this class is bound to have to sustain them. And this is the reason why they moved on to number 2, as they had no chance to retrograde; for the classes before he arrived at number 4 would not have received him. This class remains in this position until they are so cultivated as to be prepared to be admitted into class number 1; where they remain so long as they can make a living, and when they fail to do so, they sink to rise no more.

40. This degree is not reached by one in five thousand that start out in this course; for there are so many intermediate stages for the youth either to be ruined or be satisfied, that they scarcely ever have energy enough to bear them up to reach this stage of rascality, as the labor to arrive at this point is great, and the position that men have to take to sustain themselves in this number is exceedingly difficult to be commanded. Their chief dependence, however, is their money, and this they acquire by their desperate and deceptive practices. When they arrive at this stage, you will see men courting their favor the same as if they were lords; and ask those who thus cringe to them, who these men are, and their answer will be, that they are gentlemen faro dealers; and they will then state the different qualities of these men, and that this particular one is the only bad one they have among

them; when all the time they do not take into consideration that the one who thus speaks is himself a villain of the deepest dye, and a graduate in the school of dissipation and swindling. Dissipation, let it be remembered, almost invariably follows close on the heels of the gambler, and does not forsake him either in prosperity or adversity; and when number 1 is in all his splendor, and feels as if all the world were at his command, the first thing he knows, he will be seized by the strong arm of adversity, and dashed against the rocks of ruin — total, irreparable ruin! Some, perhaps, will suppose that what I have called number 1 gamblers will more frequently become reformed than any others. This I will admit; but then let us see who those reformed persons are. Some may probably think that they are the regular, thorough-bred gamblers — those who have taken those forty degrees of depravity and moral degradation that I have described. But let me inform you, that whenever you see a reformation from the class of number 1, 2, 3, or 4, you will see death staring them in the face; and when they see that, they are bound to yield up their villany, and grasp after that which they have tried to keep down by their villanies — that is, a peaceful, self-approving conscience. Those of class number 1, who *do* reform coolly and deliberately, are those unfortunate men of respectability, that have been decoyed into this course of life by their deceptive friends, and having in this way become votaries of this dreadful vice, have lost their all. And when they become thoroughly convinced that they have been duped by these villains, they see no other way of escape but to abandon their society forthwith and forever, and attach themselves to some class of people that will sympathize

with and sustain them. These are the persons of this class, that voluntarily reform; and as they have been thrown into the class number 1 by the pretended love of some of their enemies, they get the name of faro dealers, gamblers, blacklegs, &c. This class has not been satisfied with ruining these persons by the winning of their money, but endeavor to brand them, forever, with the detestable character which they themselves sustain. I will here remark, that during my experience, in this desperate business, of twelve years, these are the different degrees through which I was carried, and was witness to the same being the fate of all thorough-bred gamblers. And I will also remark, that in that time I never knew five that reformed, unless in such cases as spoken of in the 40th stage.

CARD MANUFACTORIES.

There is, probably, no country in which this business is carried on more extensively than in the United States; and we may safely say that there is no branch of business to which human industry is applied, that is more dishonorable in its nature, and more injurious in its tendencies and consequences. The profits arising from it are immense; and this is the great inducement for many to engage in it, notwithstanding the odium that is so frequently attached to it. But what must be the feelings of a man who thus contributes to that vice — the vice of card-playing — which (I am satisfied from my own observation) is productive of more mischief to the coun-

try, than all the defaulters, forgers, and counterfeiters, by whom it has been and still is disgraced. And it has long appeared strange to me, that our public authorities have not taken some steps to put down those extensive manufactories of the implements of villany. If any one thinks that the injury to society from this source is but slight, I can only say, that if he should live to have the experience in this line of business that the author of this book has had, he would cease to entertain any such indulgent opinion in regard to it. I know that it may be readily objected, that if the manufactories were suppressed in our own country, they could easily be imported from Europe; this, however, could be prevented by such a duty as would amount, in its operation, to a prohibition. The men who carry on this infamous business, receive as a reward, for thus administering to the ruin of individuals, and of whole families, a profit, in most cases, of more than one hundred per cent.; while honest, useful, and ennobling industry is (in very many cases) barely rewarded with a sufficiency to afford those engaged in it the means of subsistence. These things certainly ought not so to be.

In our American card manufactories, this business is carried on to an intolerable extent. On the face of one of the principal cards they engrave our American eagle—that which we have perching upon our banners, as an emblem of liberty, as if to say, and triumphantly too, "See here; we are sustained by the laws of our land, and are laboring for the promotion of the welfare of our country." The class of men that are engaged in this business in New York have made their fortunes at it, and at this time are making large sums of money by it. I am personally acquainted with the most extensive house in

that city; and for months at a time, I have known one journeyman to average thirty dollars per day, clear money. I will now explain in what way this is done; it is by making that which is originally villanous, tenfold more so: for example, we find that playing-cards have different stamps upon their backs. Ask the manufacturer why this engraving is put upon them, and he will tell you that the reason of his having the backs stamped, is, that he may make them more valuable to the purchaser. Now, this single operation ought to be sufficient to expose his villany; but we are too apt to put confidence in what men, even of this class, will say. Does it look reasonable to you that this man can print the back of a card, and sell it for as much profit as though it was plain? and if not, is it supposable that one whose business is to cheat, and defraud, or to encourage such practices, would be so very generous as to incur all this additional expense and trouble for nothing? Which is the most trouble, to make a blank book or a printed one? Some will tell you that they do this to prevent the backs from being made dirty, so that the purchaser may get the worth of his money, as the cards can then be used for a longer time than they otherwise could. I ask again, is it reasonable to suppose that he is actuated by any such motive as this? Certainly not. No; he is prompted by some sinister, selfish, fraudulent motive, or else he would make the cards plain; for in that case they would become useless much sooner, and consequently the greater would be his sales and profits.

Well, then, here are his reasons for making the backs of the cards as he does. He knows that what he tells you on this subject is false; but he feels it to be important to make you think that all is fair and aboveboard.

ow, the truth (as I know, and can vouch for) is, that e backs of his cards are so printed, that by the differ- t positions in which he throws the figures, he may tell em as readily by their backs, as he could by their ces. And after the cards are made in this way, he ows that he dare not play with them himself, because e people would not continue to play with him, upon ding that he always beats them. The consequence is, gets men and lets them know this secret mark of his; d those men are regularly employed to play for him; d perhaps he will have some hundred or more occupied the same time for him in this way, who engage to give m a certain proportion of what they win. They will obably not have more than a dozen players using the me pattern; and I think I know as many as twenty d patterns of cards that this class of men are using — rds which, to my certain knowledge, could be as easily stinguished by the backs as by the faces. They make a point, therefore, in the manufactories, to keep these nds of cards as extensively circulated as possible, so at they may be met with at every point where cards e for sale, to accommodate those whom they have em- oyed in the infamous mode of swindling just alluded to Some may be disposed to say that they would like to ow what pattern they should watch for, in order to oid being imposed upon. In answer, I may say, that ery card that has a colored or printed back, either has secret mark upon it, or may, with the utmost facility, ve one placed upon it, by which it may be instantly d certainly known. There are but seventeen different sitions or characters, by which every card may be sily known by the back. Of that portion of the gam- ing fraternity called number 1, there are as many as

three fourths that will not play with any cards but the white ones; and if they will, I pledge you my word that they know them by the backs. At first, when the makers of those cards introduced this villany, they employed men to play for them. But these men soon became treacherous, and they had to adopt different measures, as many, through their agents, had learned that there were cards of that kind manufactured by them.

When any back, therefore, becomes notorious, they will introduce a new one, and these new patterns will continue in vogue until they, in their turn, are detected. And when they find that they cannot sell any more of a particular pattern, they then make fair ones of the same pattern, and sell them for the same as they do other plain cards, though they are not profitable; but still they have to make at least three fourths of them fair, so that, should any one call for a foul card of that pattern, they can always accommodate him. Although, when first introduced, they will be all foul, the gamblers themselves will take ink and mark them, thinking that they are fair before they touch them; when, at the same time, there will be some five or six places from which to tell them impressed upon them by the factory from which they emanated. To show the rascality of this class of men, when the factory sold white backs, and the gamblers could not send to the factory and get marked cards, they would print the white backs, getting plates engraved expressly for that purpose; and the cards thus printed would resemble the others so perfectly, that the card-makers, upon a comparison of them with their own, would not be able to tell them apart.

In Cincinnati this was carried on to a great extent for

some years. They would purchase the white backs, and then print them; and it was truly astonishing to see how soon, after a card would come out in the cities east of the mountains, with their private marks on, you would see the same pattern engraved and printed upon the white card that had been manufactured at the same factory; so that, often, by the time that the eastern factory players would come on, the southern country would be filled with this counterfeit card; so that the factory men, finding these cards afloat, could not tell where they came from, as they would have the face the same as those from the eastern factories, (as the faces are all printed from the same plate, both the white and the colored;) and this is still carried on in the same way.

New Orleans, likewise, has the same kind of artificial manufactory. Their cards are lithographed; and they introduce many patterns besides those found on the eastern cards, printing the backs only. Spanish cards are also made in the same way, and for the sole purpose of deceiving; and let me assure my reader, that there are no cards that are printed, which are not actually marked, or may not be. And if those who use such cards become suspected, and they cannot get you to play with them, they will put them into the hands of some youthful or inexperienced person, and having instructed him in the use of the marks, will say to him, "Do you go and play with such a man, for he thinks that I can beat him;" and by this means, perhaps, he will seduce into this business a youth that scarcely knew one card from another; for when they have had the instruction of such a man for only a short time, they will so understand the secret marks upon the cards, that they will have no difficulty in beating the man whom the gambler may

have had his eye upon, but who could not be prevailed upon to play with him. The person who has thus been used as a cat's-paw, sees in what an easy way this man makes his money; and all that he thinks it requisite for him to do, is to purchase some of these patent cards. This he does from the gambler, who charges him, probably, some five or ten dollars for a single pack; which the purchaser thinks reasonable enough, as he is likely to win, at the first trial, a sufficient amount to purchase several such packs even at this enormous price. The gambler now takes his leave, and the purchaser flatters himself that his fortune is made. He plays with all his acquaintances, and, as might be expected, he comes off winner; and thus he continues to win until he is noticed by his associates as a very ingenious gamester, they not knowing all the while that the source of his astonishing success is not superior skill, but superior rascality in the use of these fraudulent cards. Those who have been in the habit of playing with him, despairing of ever being able to beat him, cease to play with him, and shun his company. He then turns out, and gives himself up to this vile practice, and will engage in play with any body that will consent to compete with him. And after having fleeced his unsuspecting associates and others by his vile arts, the man who sold him the cards will send some of his own clan, and drop upon him, (*comparatively* inexperienced as he is,) and win from him all his ill-gotten gains, with those very cards with which he has been so shamefully cheating and defrauding his acquaintances.

Marked cards having become so general, the gamblers were afraid to play with any except such as were plain and white. And in that case what do the manufactories of New York (or at least in one of them) do? They

manufacture the cards with the backs perfectly white, and yet in such a manner as to make them quite as deceptious as the others. Though they are entirely white, the manufacturer can, at a moment's glance, tell you what is on the face of the card; and this secret he communicates to others, whom he employs to go out, and by means of these cards to swindle people out of their money. This may seem quite incredible to some; it is, nevertheless, done, and very successfully too; and I will now explain in what way. This is accomplished by embossing the paper on the back; and this embossing forms a small, fine grain, which the eye would take to be the grain of the paper; this grain running different ways to represent different cards. And there is only one position in which this card must be held that it can be told; and that is, hold the end of the deck that is from you the highest, and then the shade will cast the grain in a way that you can plainly see the mark. One who is accustomed to those cards, can, in a moment, exemplify what I have here stated to the satisfaction of the most inexperienced, by an actual exhibition of the cards themselves; so that no matter how fair every thing may appear in playing with a gambler, the one who is decoyed by him may rest assured that he is the dupe of some secret and most unprincipled species of villany.

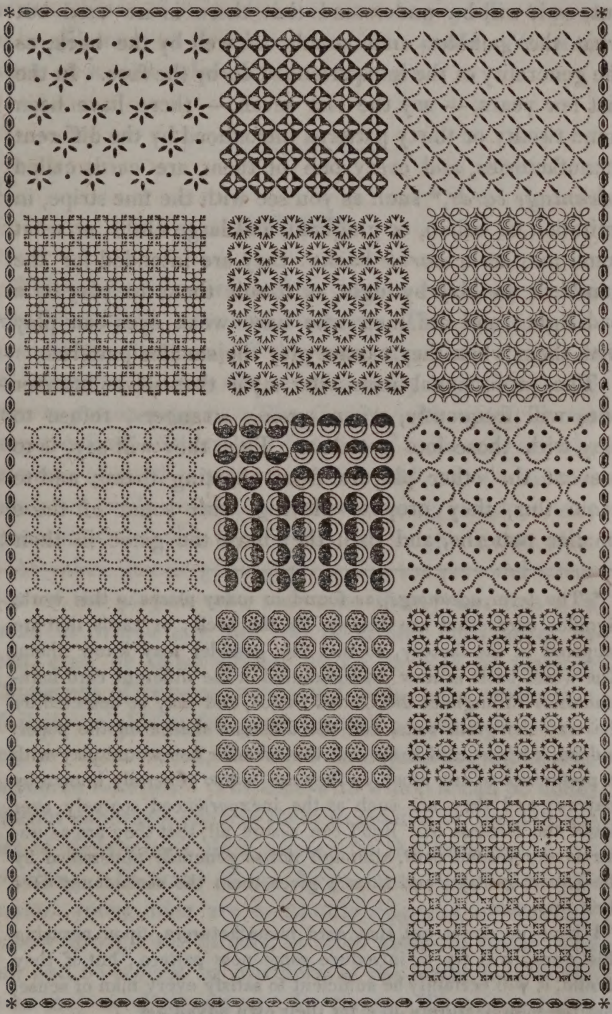
The manufacturers of playing cards may sometimes be encouraged by men who do not take these things into consideration. Our merchants, for example, will go and purchase the very article that, perhaps, their sons, their brothers, or themselves, are to fall by. And why do they this? They scarcely take a thought upon the subject; or if they do, it is about to this amount: they think their neighbors sell them, and that they have as much right to

make money out of them as others — that if *they* do not buy and sell them, others will. This is about as rational as it would be for an apothecary to say, when a man goes to him to buy a drug with which to poison himself, "I might as well sell it to him as not, for if I do not, others will." Would it not be better for ourselves, and for the community at large, and more especially for the rising generation, to do all that we lawfully can to put down these base manufactories, not only by refusing to touch the article ourselves, but by discouraging and dissuading others from doing so?

I will here place before the reader the different patterns of the backs of what are called *advantage cards*, that I know to be false, and would enter into a minute explanation of them; but it is not my intention, as I have repeatedly intimated, to give my readers very particular instructions in regard to all the games and cheats that are treated of in this work. Suffice it to say here, that there are thousands besides myself that can assure them that the cards here represented are grossly deceptive and fraudulent.

The different figures or flowers that are introduced in several plates in this book, are intended to show some of the many different patterns that the author is familiar with; and there are many that he has not exposed to the view of the reader. His reason for not doing so is this: he believes that it would be useless, as what he exposes here should be sufficient to satisfy any man that there are no cards manufactured but what are either marked or can be. Some of these are the oldest patterns in use, and are marked in the factory — the star back, the one with three dots and chain; also, the one with a continual vine; but it is not necessary to dwell in painting them

Card Manufactories.



out, as it will be understood that there is no card but what the gambler understands, as well by the back, as the generality of the inexperienced do by the face. In the last few years, — say the last seven, — there have been some twenty or thirty patterns introduced by the different manufactories, and every one of them are cards called *advantage cards*,* such as you see with the fine stripe, in imitation of calico, or gingham, and large clubs, or what some may term *marble* backs: they are intended for the gamblers to play by night, or to suit them to play by a bad light; and old men who have weak eyes can play with them when they cannot play the smaller patterns.

The professional men, who style themselves number one, will frequently, when among strangers, refuse to play with those late patterns. This, they will say, is to prevent the other players from cheating them; and to avoid this, they propose playing with some of those smaller patterns, and then they have the game in their

* The term *advantage*, as found in many places in this work, signifies cards that are known by the back; or cards that are prepared in the factory, so that the gambler may know them. The white back is now manufactured in the different card manufactories throughout the United States, and may be detected by the way the grain runs, and the different shades on the paper. Indeed, a white card is the one that number one would play with in preference to any other, as they are not so generally known by players; and they are such as the inexperienced scarcely ever doubt the fairness of. But I can assure all, that they are as unfair as any printed card, although not so generally understood by the patent gentry; and thus it gives them the ascendency over their own clan.

I have no doubt but that card manufacturers, upon perusing this work, will try to introduce some new pattern; but if they should, it will certainly be sufficient to satisfy every man of sense, that the manufacturers do it for their own advantage.

power; that is, if the party have not strong eyes, or happen to be old men, or drunken men, who could not see a mark on a card unless it was very large.

LOTTERIES.

This is as deceptive, and as base a business, as was ever introduced into any country. The apparent respectability of it, and of the men who carry it on, is calculated to remove the scruples many might otherwise have to patronizing it. The facility with which it can be patronized, without the liability of exposure, and the promises of sudden gain so artfully held out, are inducements not easily resisted by a money-loving people, totally ignorant of the odds against them in the game they play.

All other games generally require the personal attention of the players who patronize them; but this is a game at which any one can play, and need never be seen, even by those against whom he may be playing. Thousands of persons, who stand high in the estimation of their neighbors for good conduct; men who would not, on any account, be found at a gambling-table, will patronize lotteries. The ease with which it can be done, without exposure, enables them to gratify, to the full extent of their means, their passion for this base species of swindling. In many of our large cities, numerous well-dressed young men are constantly engaged in vending tickets through the streets, or from house to house, and they can be bought as privately as the buyer may wish, or he may send his servant for them. Thus it is that a

man may gamble as extensively as he pleases in lotteries, without his proceedings being at all likely to become public.

In my description of lotteries, I shall confine myself to the lottery scheme before us; because it will serve as an example of all others, and because the reader will be better able to comprehend explanations of this system than if I were to write of some scheme not here inserted.

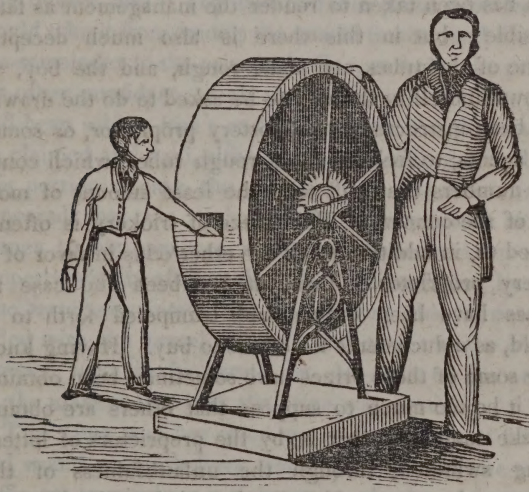
By a reference to the tables of tickets, it will be seen that there are fifteen packages of whole tickets, as many of halves, and thirty packages of quarter tickets. Each package contains all the numbers, from one up to seventy-eight, without a repetition of any one of them. The tickets found in these tables are all that are intended for any one drawing; and every successive drawing is but another edition of the same tickets, all arranged in the same order, and with the same combination numbers; but they have a different class number on them. The proprietors of a lottery furnish the printer with a copy of these tables, arranged in a blank book, and this book is called the *scheme-book*, from which as many as may be ordered from time to time are printed.

The arranging of the class numbers is a matter of fancy, as to what they shall be; their only use being to determine to what particular drawing any particular ticket belongs, in order that a ticket which proves to be a blank may not, at some future drawing, be handed in for a premium, on account of containing some of the numbers then drawn.

The Drawing. There are several methods of conducting the drawing; but that which is most commonly used is as follows: —

There is a hollow wheel, as represented in the plate;

then there are seventy-eight small tin tubes, scarcely half an inch in diameter, and about three inches in length; these are for holding the numbers, from one to seventy-eight; each number is on a separate piece of paper, which is rolled up and put into a tube; these tubes, when the numbers have been placed in them, are all put into the wheel, and a person is selected to draw out one at a time from the wheel, which is opened, and



Drawing of Lottery Tickets.

cried aloud, for the information of those present who may be interested. The number is registered, for the future guidance of the lottery-dealer, in determining what he shall pay those who may hold one or more of the numbers so drawn. After this, the wheel is again turned, so as to mix well the numbers contained in it, and a second is drawn; and the same proceedings are

gone over with, until twelve numbers are drawn, and registered in the order in which they are drawn. Sometimes thirteen will be drawn, it being customary, on many occasions, to draw one number for every six contained in the wheel; but I cannot give this as a universal rule, because I have often found it deviated from. Sometimes little boys are selected to draw the numbers from the wheel — to give the impression that every possible step has been taken to render the management as fair as possible; but in this there is also much deception. Some of the tubes are made rough, and the boy, who throws himself in the way to be asked to do the drawing, has been instructed by the lottery proprietor, or some of his agents, to feel for those rough tubes, which contain the numbers that will take the least amount of money out of the concern. This piece of trickery is often resorted to, in addition to all the other odds in favor of the lottery proprietor. True, it has been the case that prizes have been drawn, and trumpeted forth to the world, as inducements for others to buy. Having known how some of those prizes have sometimes been obtained, will it be too much to suppose that others are obtained in like manner? that is, by the proprietors of lotteries being swindled, through the unfaithfulness of their agents. A case came to my knowledge of a man who drew a capital prize; and the mode of operation, by which it was effected, was as follows: An agent, who was stationed in a town some distance from the principal establishment, made two confidants, who, doubtless, readily acted with him from hope of gain. One of these was the post-master of the town, and the other an acquaintance, a patron of the lottery. The duty of the agent was to transmit to the principal office all unsold

tickets, by the first mail that left after the known hour of drawing. This mail also conveyed the lists of the drawing; but, in a regular manner of proceeding, they would not have been accessible to the agent before the departure of the stage with his unsold tickets. By making a confidant of the post-master, however, he received the lists as quick as possible after the mail arrived, and before it had been assorted. He then examined his unsold tickets, and if any considerable prize remained, he would take it from among the unsold tickets, and despatch the remainder to the principal office, and give the prize to his other confidant; each one giving out that the ticket had been sold to him; and accordingly the prize would be claimed and paid, although fraudulently obtained. In this particular case, the capital prize was drawn, and it appeared that the ticket-holder appropriated all the money to his own use, as he was known to buy much property shortly afterwards. It is believed also, by those who were acquainted with the incident, that he never divided with the rascally agent; and thus was the cheater cheated, who, in his wrath, let out some of the secrets of the manner in which the prize was obtained.

This same man has since met with reverses of fortune, and would now, I believe, find it difficult to raise money sufficient to purchase a ticket even of a low price.

Among the many cases of lottery swindling, every body has heard of the great Louisiana real estate lottery, in which the prizes were to have been the St. Charles Hotel, the Verandah, the St. Charles Theatre, the Bank, the Arcade, and other magnificent buildings in New Orleans. It is quite needless to say any thing of this, as the public has been pretty well enlightened in regard to it, through the public journals of the day.

Drawing of the Lottery.

The following is a copy of a handbill issued by the proprietors of the lottery immediately after a drawing, for the information of ticket-holders, and all others interested: —

Drawing of the Lottery.

The following are the numbers which were this day drawn from the seventy-eight placed in the wheel, viz.: —

1	2	3	4	5	6	7	8	9	10	11	12
20	51	61	24	74	77	46	36	69	29	26	3

and that the said tickets were drawn in the order in which they stand: that is to say, No. 20 was the first that was drawn; No. 51 was the 2d; No. 61 was the 3d; No. 24 was the 4th; No. 74 was the 5th; No. 77 was the 6th; No. 46 was the 7th; No. 36 was the 8th; No. 69 was the 9th; No. 29 was the 10th; No. 26 was the 11th; No. 3 was the 12th, and last.

Those tickets entitled to the 110 highest prizes were drawn in the following order: —

1	2	3	. . . .	$30,000	7	8	9	.	$5,000
4	5	6	. . . .	10,000	10	11	12	. . .	2,367	20

Those 6 tickets having on them the

2	3	4	3	4	5	5	6	7	6	7	8	8	9	10	9	10	11	} each ...	1,500

Those 100 tickets having on them the

| | | | | | | | | | | | | | | | | | | |

Drawing of the Lottery.

All others with three of the drawn numbers on, (being 110) each 300
Those 66 tickets having on them the 1st and 2d drawn numbers, each 100
Those 66 tickets having on them the 2d and 3d, each . . . 80
Those 66 tickets having on them the 3d and 4th, each . . . 50
Those 66 tickets having on them the 4th and 5th, each . . . 40
Those 132 tickets having on them the 5th and 6th, or 6th and 7th, each 30
All others with two of the drawn numbers on, (being 3960,) each 20
And all tickets having one, only, of the drawn numbers on, each, (being 25,740,) 10

Now, let us spend a few moments in examining this bill, and we shall see how much truth there is in it. It says, that the ticket having on it the three first drawn numbers will be entitled to the capital prize of $30,000. Now, in the whole scheme before us, there is no such ticket. The combination, 20, 51, 61, is not to be found in this arrangement. Consequently, there was no ticket whose numbers entitled it to this prize. Next, the bill says, the ticket having the fourth, fifth, and sixth drawn numbers, which would have been 24, 74, 77, would be entitled to a prize of $10,000. There is no such ticket in the combination. Consequently this also is false. Now, it is evident that the dealers, in publishing this bill, mean to impress the public with the idea, that tickets, containing the necessary numbers to draw these prizes, are in the lottery, and that somebody must, of course, draw them; but it is all false, and a very little investigation will convince any one, that a greater system of deception can hardly exist. Bear in mind, that the bill says these prizes were drawn. The third prize was $5,000, and the ticket which contained the seventh, eighth, and ninth numbers was to draw this prize. These numbers

are 36, 46, 69. There is no such combination in the scheme-book — no such ticket was printed or sold. Consequently, here is another falsehood. The same can be said of the fourth prize — the tenth, eleventh, and twelfth numbers — being 3, 26, 29. There is no such combination in the book, and no such prize could be drawn. Of the next six prizes, of $1,500 each, said to have been drawn, there was not a single ticket in the whole scheme which contained the necessary numbers to draw any one of these six prizes!

It is next asserted, that there were in the lottery one hundred tickets, having three drawn numbers, and entitled each to a prize of $1,000. This I have examined, and I find that, instead of being one hundred, there are but two — the first in magnitude being one from package number six, of half tickets, bearing the numbers 20, 36, 51, — these being the first, second, and eighth of the drawn numbers, and would entitle the holder to one half of the $1,000, subject to a deduction of fifteen per cent. The other is a quarter ticket, bearing the numbers 46, 51, 74 — from the twenty-seventh package, of quarters — being the second, fifth, and seventh of the drawn numbers, and would entitle the holder of it to one quarter of the $1,000, after deducting the fifteen per cent. But it is well known that, frequently, scarce one half of the tickets of any one class, intended for a particular drawing, are ever disposed of, and are consequently returned to the manager's office, to be destroyed. Then, what guaranty have we that the numbers entitled to the above pitiful prizes were sold? They are as likely to be among the tickets returned unsold, as among those sold. Next, the bill states that there were one hundred and ten others, each having three drawn numbers, and were en-

titled to a prize of $300 each. By a close investigation, I find but one single ticket of this kind in the whole scheme. This is the ticket in the twelfth package of quarters, bearing the numbers 61, 69, 77; and if it had been sold, it would have entitled the holder to one fourth of the $300, deducting 15 per cent. Next, the bill says, those sixty-six tickets having the first and second drawn numbers, will each be entitled to a prize of $100. In searching for these in the scheme-book, I find but one that bears the first and second numbers; that is, in package fourteen. The ticket having the numbers 20, 51, 66, is the only one having the two first numbers; and if sold, the holder was entitled to one half of the $100, it being a half ticket. Now, the reader may perceive that I have examined and laid open, so that he too may examine, this masterpiece of villany. I find that of the two hundred and eighty-six highest prizes, which, their own handbill states, existed in their lottery, and which, by their own figures, amounted to the enormous sum of $195,967, and, in order to be drawn, only required that the tickets should be bought, — I find, allowing every ticket to have been sold, and afterwards every holder presented his ticket for the sum to which it might be entitled, that of the two hundred and eighty-six said to be in the scheme, there are but five, and these very inconsiderable; and that the greatest amount of these five prizes, without deducting the fifteen per cent., is only $875, instead of the enormous sum of $195,967. Can it be possible that any person will be found to patronize lotteries, after considering these facts?

I pass over those small prizes named after the first sixty-six having the first and second drawn numbers on

them, and will prove the balance to be falsehoods, as the greater portion of the first part of the bill is.

In the first place, let us see how many prizes are represented to exist, not to say any thing of the blanks. In counting up the prizes named on this bill, we find them to be 30,316; and I do not think they would pretend to say that more than one half of their tickets were prizes. Then we will say that they had an equal number of blanks. This would carry their scheme up to over sixty thousand tickets; and even if they were all prizes, and no blanks, (which they do not pretend,) who cannot see the extreme improbability of their disposing of 30,316 tickets in one week? for it must be remembered that these were all of one class, and for one particular week's drawing. But the last witness, whose overwhelming testimony will settle the question, is their own scheme-book, of which an accurate copy is here given, and which shows the number of tickets, for any one drawing, to be but 1,560, the half of which, by great exertion, they might succeed in selling; each successive drawing being another edition of these same combinations, with a different class number on them. Now, let me ask, where are their 30,316 prizes to come from? What a scheme of deception do we here behold! and one, too, that has been so long submitted to and patronized by the public of this and other countries.

Another method of still further swindling the buyers of tickets, is much practised in some parts of the country. The agents who sell the tickets are authorized to insure them. When a man buys one, the price, perhaps, might be ten dollars. The seller, if he has been authorized, will say, "Now, sir, for ten dollars, I will insure your ticket to draw

a prize." This is enough for the buyer to have his ticket insured to draw a prize, and possibly the capital prize: he pays an additional fee, and the agent forwards the numbers of all the tickets, so insured, to the office where the drawing is to be held; and there they manage to have these tickets contain one (seldom more) of the drawn numbers. This entitles the buyer to receive back the price of his ticket, after taking out 15 per cent.; and as it was not a total blank, the insurer is safe, and retains the sum paid for insurance. The buyer remains swindled out of the insurance, and 15 per cent. of the cost. These swindling shops are numerous, and are sometimes called *policy offices*.

We sincerely hope that our readers will examine with some attention the developments we have made in relation to the deceptive schemes of the lottery managers; for we feel that they cannot fail to convince every man of common sense, who has a particle of moral principle and moral honesty left, that he who encourages this basest of all swindling, by purchasing tickets, is not alone an enemy to himself and family, but he countenances a species of gambling that is extensively mischievous and ruinous, and has for its victims many of our best citizens, young and old; while, at the same time, he unintentionally throws a veil over the villanous deeds of the lottery gambler and his unprincipled, as well as his inexperienced supporters. We once more invite our readers to examine our statements with attention.

The following tables represent, completely, the entire contents of a lottery dealer's scheme-book, made for the guidance of the printer, in printing tickets. At the close of the tables is represented a ticket, with its class and combination numbers.

Combinations taken from the Scheme-Book of a Lottery-Dealer

1			2			3			4			5			6		
1			2			3			4			5			6		
1	27	53	1	28	55	1	29	54	1	30	56	1	31	57	1	32	58
2	28	54	2	29	56	2	30	55	2	31	57	2	32	58	2	33	59
3	29	55	3	30	57	3	31	56	3	32	58	3	33	59	3	34	60
4	30	56	4	31	58	4	32	57	4	33	59	4	34	60	4	35	78
5	31	57	5	32	59	5	33	58	5	34	60	5	35	61	5	36	77
6	32	58	6	33	60	6	34	59	6	35	61	6	36	62	6	42	71
7	33	59	7	34	61	7	35	60	7	36	62	7	37	63	7	43	70
8	34	60	8	35	62	8	36	61	8	37	63	8	38	64	8	44	69
9	35	61	9	36	63	9	37	62	9	38	64	9	39	65	9	45	68
10	36	62	10	37	64	10	38	63	10	39	65	10	40	66	10	46	67
11	37	63	11	38	65	11	39	64	11	40	66	11	41	67	11	37	76
12	38	64	12	39	66	12	40	65	12	41	67	12	42	68	12	38	75
13	39	65	13	40	67	13	41	66	13	42	68	13	43	69	13	39	74
14	40	66	14	41	68	14	42	67	14	43	69	14	44	70	14	40	73
15	41	67	15	42	69	15	43	68	15	44	70	15	45	71	15	41	72
16	42	68	16	43	70	16	44	69	16	45	71	16	46	72	16	27	57
17	43	69	17	44	71	17	45	70	17	46	72	17	47	73	17	28	56
18	44	70	18	45	72	18	46	71	18	47	73	18	48	74	18	29	55
19	45	71	19	46	73	19	47	72	19	48	74	19	49	75	19	30	54
20	46	72	20	47	74	20	48	73	20	49	75	20	50	76	20	31	53
21	47	73	21	48	75	21	49	74	21	50	76	21	51	77	21	47	65
22	48	74	22	49	76	22	50	75	22	51	77	22	52	78	22	48	66
23	49	75	23	50	77	23	51	76	23	52	78	23	30	53	23	49	64
24	50	76	24	51	78	24	52	77	24	27	53	24	29	54	24	50	63
25	51	77	25	52	53	25	27	78	25	28	54	25	28	55	25	51	62
26	52	78	26	27	54	26	28	53	26	29	55	26	27	56	26	52	61

The above lottery schemes were accurately copied from the scheme-book of a lottery dealer in Vicksburg, Mississippi, and may be considered a fair specimen of lottery combinations generally. The tables are for a 78 numbered lottery, every three perpendicular lines of figures containing a package, and each package all the numbers, from 1 to 78, inclusive; and there are also 26 tickets in each package.

Combinations taken from the Scheme-Book of a Lottery-Dealer.

7	8	9	10	96	97
7	8	9	10	11	12
1 34 59	1 60 78	1 61 64	1 35 36	1 38 39	1 41 43
2 36 60	2 61 77	2 62 65	2 37 38	2 40 49	2 42 45
3 35 61	3 62 76	3 63 66	3 39 40	3 41 50	3 44 47
4 37 62	4 63 75	4 29 78	4 41 42	4 42 51	4 46 49
5 38 63	5 64 74	5 28 77	5 43 44	5 43 52	5 48 51
6 49 74	6 65 73	6 27 76	6 45 46	6 44 53	6 50 53
7 50 75	7 66 72	7 30 50	7 47 48	7 45 54	7 52 55
8 51 76	8 67 71	8 31 51	8 49 50	8 46 55	8 54 57
9 52 77	9 68 70	9 32 52	9 51 52	9 47 56	9 56 59
10 27 78	10 53 69	10 33 53	10 53 54	10 48 57	10 58 61
11 28 53	11 27 52	11 34 54	11 55 56	11 58 67	11 60 63
12 29 54	12 28 51	12 35 55	12 57 58	12 59 68	12 62 65
13 30 55	13 29 50	13 36 56	13 59 60	13 60 69	13 64 67
14 31 56	14 30 49	14 37 57	14 61 62	14 61 70	14 66 69
15 32 57	15 31 48	15 38 58	15 63 64	15 62 71	15 68 71
16 33 58	16 32 47	16 39 59	16 65 66	16 63 72	16 70 73
17 48 73	17 33 46	17 40 60	17 67 68	17 64 73	17 72 75
18 47 72	18 34 45	18 41 67	18 69 70	18 65 74	18 74 77
19 46 71	19 35 44	19 42 68	19 71 72	19 66 75	19 76 78
20 45 70	20 36 43	20 43 69	20 73 74	20 27 76	20 35 40
21 44 69	21 37 59	21 44 70	21 75 76	21 28 77	21 34 39
22 43 68	22 38 58	22 45 71	22 77 78	22 29 78	22 33 38
23 42 67	23 39 57	23 46 72	23 27 28	23 30 34	23 32 37
24 41 66	24 40 56	24 47 73	24 29 30	24 31 35	24 31 36
25 40 65	25 41 55	25 48 74	25 31 32	25 32 36	25 27 29
26 39 64	26 42 54	26 49 75	26 33 34	26 33 37	26 28 30

At the beginning of the first package you will see the numbers 1, 27, 53; they are placed on one ticket; and so with each succeeding three numbers through the whole scheme.

There are, in these schemes, 15 packages of whole tickets, each containing 26, which make an aggregate of 390, and the same number of halves, which, if added to the former, will make 780; also, 30 packages of

Combinations taken from the Scheme-Book of a Lottery-Dealer.

98	99	100		101	102
13	14	15	00	1	2
1 45 44	1 62 70	1 27 78		1 2 53	1 2 60
2 46 47	2 63 71	2 28 77		3 4 54	3 6 61
3 48 49	3 64 72	3 29 76		5 29 55	4 7 62
4 50 51	4 65 73	4 30 75		6 30 56	5 52 63
5 52 53	5 66 74	5 31 74		7 31 57	8 51 64
6 54 55	6 52 75	6 32 73		8 32 58	9 50 65
7 56 57	7 53 76	7 33 72		9 33 59	10 49 66
8 58 59	8 54 77	8 34 71		10 34 60	11 48 67
9 60 61	9 55 78	9 35 70		11 35 61	12 47 68
10 62 63	10 56 67	10 36 69		12 36 62	13 46 69
11 64 65	11 57 68	11 37 68		13 37 63	14 45 70
12 66 67	12 58 69	12 38 67		14 38 64	15 44 71
13 68 69	13 59 61	13 39 66		15 39 65	16 43 72
14 70 71	14 51 60	14 40 65		16 40 66	17 42 73
15 72 73	15 27 39	15 41 64		17 41 67	18 41 74
16 74 75	16 28 40	16 42 63		18 42 68	19 40 75
17 76 77	17 29 41	17 43 62		19 43 69	20 39 76
18 43 78	18 30 42	18 44 61		20 44 70	21 38 77
19 27 42	19 31 43	19 45 60		21 45 71	22 37 78
20 28 41	20 32 44	20 46 59		22 46 72	23 36 53
21 29 40	21 33 45	21 47 58		23 47 73	24 35 54
22 30 39	22 34 46	22 48 57		24 48 74	25 34 55
23 31 38	23 35 47	23 49 56		25 49 75	26 33 56
24 32 37	24 36 48	24 50 55		26 50 76	27 32 57
25 33 36	25 37 49	25 51 54		27 51 77	28 31 58
26 34 35	26 38 50	26 52 53		28 52 78	29 30 59

Here ends Fifteen Packages of Whole Tickets.

quarters, making, in all, 1560. These comprise the whole of the combinations here given, and are intended for one particular drawing, constituting one class. For each successive drawing, another edition of the same combinations are offered for sale, only with different class numbers.

The venders of lottery tickets possess an immense advantage over the buyer, which is mostly in the extreme improbability of a prize of any considerable amount

Combinations taken from the Scheme-Book of a Lottery-Dealer.

103			104			105			106			107			108		
3			4			5			6			7			8		
1	3	61	1	3	65	1	4	66	1	4	67	1	5	68	1	5	69
2	4	62	2	41	66	2	42	67	2	5	68	2	6	69	2	6	70
5	6	63	4	42	67	3	43	68	3	45	69	3	7	70	3	7	71
7	8	64	5	43	68	5	44	69	6	46	70	4	45	71	4	8	72
9	31	65	6	44	69	6	45	70	7	47	71	8	46	72	9	48	75
10	32	66	7	45	70	7	46	71	8	48	72	9	47	73	10	49	76
11	33	67	8	40	71	8	47	72	9	49	73	10	48	74	11	50	73
12	34	68	9	39	72	9	48	73	10	50	74	11	49	75	12	51	74
13	35	69	10	38	73	10	49	74	11	51	75	12	50	76	13	52	78
14	36	71	11	37	74	11	50	75	12	52	76	13	51	77	14	31	77
15	37	70	12	36	75	12	51	76	13	29	77	14	52	78	15	32	68
16	38	72	13	35	76	13	52	77	14	30	78	15	30	67	16	33	67
17	39	73	14	34	77	14	41	78	15	31	66	16	31	66	17	34	66
18	40	74	15	33	78	15	40	65	16	32	65	17	32	65	18	35	65
19	41	75	16	32	53	16	28	64	17	33	64	18	33	64	19	36	64
20	42	76	17	31	54	17	29	63	18	34	63	19	34	63	20	37	63
21	43	77	18	30	55	18	30	62	19	35	62	20	35	62	21	38	62
22	44	78	19	29	56	19	31	61	20	36	61	21	36	61	22	39	61
23	45	53	20	28	57	20	32	60	21	37	60	22	37	60	23	40	60
24	46	54	21	52	58	21	33	59	22	38	59	23	38	59	24	41	59
25	47	55	22	51	59	22	34	58	23	39	58	24	39	58	25	42	58
26	48	56	23	50	60	23	35	57	24	40	57	25	40	57	26	43	57
27	49	57	24	49	61	24	36	56	25	41	56	26	41	56	27	44	56
28	50	58	25	48	62	25	37	55	26	42	55	27	42	55	28	45	55
29	51	59	26	47	63	26	38	54	27	43	54	28	43	54	29	46	54
30	52	60	27	46	64	27	39	53	28	44	53	29	44	53	30	47	53

being drawn. The numbers 1 to 78 are capable of making 76076 combinations on what I may term the increasing ratio — that is, the second larger than the first, and the third larger than the second, in arithmetical progression; as, 5, 10, 15, &c.

In the following combinations there are but 1560, where there might be 76076; and if this latter number were printed and sold, some one must hold the three

Combinations taken from the Scheme-Book of a Lottery-Dealer.

109	110	196	197	198	199
9	10	11	12	13	14
1 6 70	1 6 71	1 7 72	1 7 73	1 8 74	1 8 75
2 7 71	2 7 72	2 8 73	2 8 74	2 9 75	2 9 76
3 8 72	3 8 73	3 9 74	3 9 75	3 10 76	3 10 77
4 9 73	4 9 74	4 10 75	4 10 76	4 11 77	4 11 78
5 10 74	5 10 75	5 11 76	5 11 77	5 12 78	5 12 74
11 32 75	11 33 76	6 12 77	6 12 78	6 13 73	6 13 72
12 33 76	12 34 77	13 33 78	13 52 72	7 14 72	7 14 73
13 34 77	13 35 78	14 34 53	14 51 71	15 45 70	15 46 71
14 35 78	14 36 70	15 35 54	15 50 70	16 46 71	16 47 70
15 36 69	15 37 69	16 36 55	16 49 69	17 47 69	17 48 69
16 37 68	16 38 68	17 37 56	17 48 68	18 48 68	18 49 68
17 38 67	17 39 67	18 38 57	18 47 67	19 49 67	19 50 67
18 39 66	18 40 66	19 39 58	19 46 66	20 50 66	20 51 66
19 40 65	19 41 65	20 40 59	20 45 65	21 51 65	21 52 65
20 41 64	20 42 64	21 41 60	21 44 64	22 52 64	22 45 64
21 42 62	21 43 63	22 42 61	22 43 61	23 44 63	23 44 61
22 43 63	22 44 62	23 43 62	23 42 62	24 43 62	24 43 60
23 44 60	23 45 61	24 44 63	24 41 63	25 42 61	25 42 63
24 45 61	24 46 60	25 45 64	25 40 60	26 41 60	26 41 62
25 46 59	25 47 59	26 46 65	26 39 59	27 40 59	27 40 58
26 47 58	26 48 58	27 47 66	27 38 58	28 39 58	28 39 59
27 48 57	27 49 56	28 48 67	28 37 57	29 38 57	29 38 56
28 49 56	28 50 57	29 49 68	29 36 56	30 37 56	30 37 57
29 50 55	29 51 55	30 50 69	30 35 55	31 36 55	31 36 54
30 51 54	30 52 54	31 51 70	31 34 54	32 35 53	32 35 55
31 52 53	31 32 53	32 52 71	32 33 53	33 34 54	33 34 53

first drawn numbers, every ticket-holder having one chance out of 76076 of drawing the capital prize. But, in this combination, if a man were to purchase the whole of the tickets, being 1560, there would still be 49 chances against his holding the three first numbers, to one for it. As there are no two tickets holding the same three numbers, of course but one can hold the three first, which is the prize.

Combinations taken from the Scheme-Book of a Lottery-Dealer.

200		201	202	203	204
15	00	1	2	3	4
1 9 76		1 9 77	1 10 77	1 10 78	1 11 21
2 10 77		2 10 78	2 11 78	2 11 77	2 12 22
3 11 78		3 11 76	3 12 53	3 12 76	3 13 23
4 12 75		4 12 74	4 13 54	4 13 75	4 14 24
5 13 74		5 13 75	5 14 55	5 14 74	5 15 25
6 14 73		6 14 72	6 15 56	6 15 72	6 16 26
7 15 72		7 15 73	7 16 57	7 16 71	7 17 27
8 16 71		8 16 70	8 17 58	8 17 70	8 18 28
17 52 70		17 51 71	9 18 59	9 18 69	9 19 29
18 51 69		18 50 69	19 52 60	19 36 68	10 20 30
19 50 68		19 49 68	20 40 72	20 37 67	31 41 51
20 49 67		20 48 67	21 50 62	21 38 66	32 42 52
21 48 66		21 47 66	22 49 63	22 39 65	33 43 53
22 47 65		22 46 65	23 48 64	23 40 64	34 44 54
23 46 64		23 45 64	24 47 65	24 41 62	35 45 55
24 45 63		24 44 61	25 46 66	25 45 63	36 46 56
25 44 62		25 43 62	26 45 67	26 43 60	37 47 57
26 43 61		26 42 63	27 44 68	27 44 61	38 48 58
27 42 60		27 41 60	28 43 69	28 42 59	39 49 59
28 41 59		28 40 59	29 42 70	29 46 58	40 50 60
29 40 58		29 39 58	30 41 71	30 47 57	61 67 73
30 39 57		30 38 57	31 51 61	31 48 56	62 68 74
31 38 56		31 37 56	32 39 73	32 49 55	63 69 75
32 37 55		32 36 55	33 38 74	33 50 54	64 70 76
33 36 54		33 35 53	34 37 75	34 51 53	65 71 77
34 35 53		34 52 54	35 36 76	35 52 73	66 72 78

Here ends Fifteen Packages of Half Tickets.

The following Packages are Quarters.

By a little investigation, any one may discover that his chance for drawing a prize, even of a trifling amount, is extremely small. By the following method any one may ascertain the number of combinations which any given number will produce, as in the present case, $78 \times 77 \times 76 = 456456 \div 6 = 76076$, the number of combinations of three numbers each; the 78 multiplied by 77, and the product by 76, and that product divided by 6,

Combinations taken from the Scheme-Book of a Lottery-Dealer.

205	206	207	208	209	210
5	6	7	8	9	10
1 12 23	1 13 25	1 14 27	1 15 29	1 16 31	1 17 33
2 13 24	2 14 26	2 15 28	2 16 30	2 17 32	2 18 34
3 14 25	3 15 27	3 16 29	3 17 31	3 18 33	3 19 35
4 15 26	4 16 28	4 17 30	4 18 32	4 19 34	4 20 36
5 16 27	5 17 29	5 18 31	5 19 33	5 20 35	5 21 37
6 17 28	6 18 30	6 19 32	6 20 34	6 21 36	6 22 38
7 18 29	7 19 31	7 20 34	7 21 35	7 22 37	7 23 39
8 19 30	8 20 32	8 21 33	8 22 36	8 23 38	8 24 40
9 20 31	9 21 33	9 22 35	9 23 37	9 24 39	9 25 41
10 21 32	10 22 34	10 23 36	10 24 38	10 25 40	10 26 42
11 22 33	11 23 35	11 24 37	11 25 39	11 26 41	11 27 43
34 45 56	12 24 36	12 25 38	12 26 40	12 27 42	12 28 44
35 46 57	37 49 61	13 26 39	13 27 41	13 28 43	13 29 45
36 47 58	38 50 62	40 53 66	14 28 42	14 29 44	14 30 46
37 48 59	39 51 63	41 54 67	43 55 67	15 30 45	15 31 47
38 49 60	40 52 64	42 55 68	44 56 68	46 57 68	16 32 48
39 50 61	41 53 65	43 56 69	45 57 69	47 58 69	49 59 69
40 51 62	42 54 66	44 57 70	46 58 70	48 59 70	50 60 70
41 52 63	43 55 67	45 58 71	47 59 71	49 60 71	51 61 71
42 53 64	44 56 68	46 59 72	48 60 72	50 61 72	52 62 72
43 54 65	45 57 69	47 60 73	49 61 73	51 62 73	53 63 73
44 55 66	46 58 70	48 61 74	50 62 74	52 63 74	54 64 74
67 71 76	47 59 72	49 62 75	51 63 75	53 64 75	55 65 75
68 72 75	48 60 71	50 63 76	52 64 76	54 65 76	56 66 76
69 73 78	73 75 77	51 64 77	53 65 77	55 66 77	57 67 77
70 74 77	74 76 78	52 65 78	54 66 78	56 67 78	58 68 78

gives the number of combinations of three numbers each, which the numbers from 1 to 78 will produce, no two combinations containing the same three numbers.

Lottery-dealers are aware of the great odds against the buyers, and are very cautious in keeping all the secrets of a fraud to themselves, by which they are robbing the public continually. But it shall not be the fault of the writer of these pages if their swindling machinations are

Combinations taken from the Scheme-Book of a Lottery-Dealer.

296	297	298	299	300	301
11	12	13	14	15	16
1 18 35	1 19 37	1 20 39	1 21 41	1 22 43	1 23 45
2 19 36	3 20 38	2 21 40	2 22 42	2 23 44	2 24 46
3 20 37	2 21 39	3 22 41	3 23 43	3 24 45	3 25 47
4 21 38	4 22 40	4 23 42	4 24 44	4 25 46	4 26 48
5 22 39	5 23 41	5 24 43	5 25 45	5 26 47	5 27 49
6 23 40	6 24 42	6 25 44	6 26 46	6 27 48	6 28 50
7 24 41	7 25 43	7 26 45	7 27 47	7 28 49	7 29 51
8 25 42	8 26 44	8 27 46	8 28 48	8 29 50	8 30 52
9 26 43	9 27 45	9 28 47	9 29 49	9 30 51	9 31 53
10 27 44	10 28 46	10 29 48	10 30 50	10 31 52	10 32 54
11 28 45	11 29 47	11 30 49	11 31 51	11 32 53	11 33 55
12 29 46	12 30 48	12 31 50	12 32 52	12 33 54	12 34 56
13 30 47	13 31 49	13 32 51	13 33 53	13 34 55	13 35 57
14 31 48	14 32 50	14 33 52	14 34 54	14 35 56	14 36 58
15 32 49	15 33 51	15 34 53	15 35 55	15 36 57	15 37 59
16 33 50	16 34 52	16 35 54	16 36 56	16 37 58	16 38 60
17 34 51	17 35 53	17 36 55	17 37 57	17 38 59	17 39 61
52 61 70	18 36 54	18 37 56	18 38 58	18 39 60	18 40 62
53 62 71	55 63 71	19 38 57	19 39 59	19 40 61	19 41 63
54 63 72	56 64 72	58 65 72	20 40 60	20 41 62	20 42 64
55 64 73	57 65 73	59 66 73	61 67 74	21 42 63	21 43 66
56 65 74	58 66 74	60 67 74	62 68 73	64 69 74	22 44 65
57 66 75	59 67 75	61 68 75	63 69 76	65 70 75	67 71 75
58 67 76	60 68 76	62 69 76	64 70 75	66 71 76	68 72 76
59 68 77	61 69 77	63 70 77	65 71 78	67 72 77	69 73 77
60 69 78	62 70 78	64 71 78	66 72 77	68 73 78	70 74 78

longer concealed from the community. Thousands upon thousands of dollars are expended annually in lottery tickets in this country; and how very seldom is it that you hear of a capital prize having been drawn! If there should chance to be a prize of any magnitude awarded to a ticket-holder, it is trumpeted from one end of the Union to the other, by those most interested in lottery speculations, stimulating others to try their luck, and by that

Combinations taken from the Scheme-Book of a Lottery-Dealer.

302	303	304	305	306	307
17	18	19	20	21	22
1 24 47	1 25 49	1 26 51	1 12 24	1 13 27	1 14 39
2 25 48	2 26 50	2 27 52	2 13 25	2 14 28	2 15 38
3 26 49	3 27 51	3 28 53	3 14 26	3 15 29	3 16 37
4 27 50	4 28 52	4 29 54	4 15 27	4 16 30	4 17 36
5 28 51	5 29 53	5 30 55	5 16 28	5 17 31	5 18 35
6 29 52	6 30 54	6 31 56	6 17 29	6 18 32	6 19 34
7 30 53	7 31 55	7 32 57	7 18 30	7 19 33	7 20 33
8 31 54	8 32 56	8 33 58	8 19 31	8 20 34	8 21 32
9 32 55	9 33 57	9 34 59	9 20 32	9 21 35	9 22 31
10 33 56	10 34 58	10 35 60	10 21 33	10 22 36	10 23 30
11 34 57	11 35 59	11 36 61	11 22 34	11 23 26	11 24 29
12 35 58	12 36 60	12 37 62	23 49 66	12 24 25	12 25 28
13 36 59	13 37 61	13 38 63	35 50 65	37 51 65	13 26 27
14 37 60	14 38 62	14 39 64	36 51 64	38 52 66	40 53 78
15 38 61	15 39 63	15 40 66	37 52 67	39 53 67	41 54 77
16 39 62	16 40 64	16 41 65	38 53 69	40 54 68	42 55 76
17 40 63	17 41 65	17 42 67	39 54 68	41 55 69	43 56 75
18 41 64	18 42 66	18 43 68	40 55 70	42 56 70	44 57 74
19 42 65	19 43 67	19 44 69	41 56 71	43 57 71	45 58 73
20 43 66	20 44 68	20 45 71	42 57 72	44 58 72	46 59 71
21 44 67	21 45 69	21 46 70	43 58 73	45 59 73	47 60 72
22 45 68	22 46 70	22 47 72	44 59 74	46 60 74	48 61 70
23 46 69	23 47 71	23 48 73	45 60 75	47 61 75	49 62 69
70 73 76	24 48 72	24 49 74	46 61 76	48 62 76	50 63 68
71 74 77	73 76 77	25 50 75	47 62 77	49 63 77	51 64 67
72 75 78	74 75 78	76 77 78	48 63 78	50 64 78	52 65 66

means making their very losses minister to their gain; for, in all likelihood, months and years may elapse before another large prize will be drawn from the same lottery.

It will be seen by the lottery combinations we present, how infinitely disproportionate are the chances in this species of gambling — how vastly the odds bear against the purchaser of tickets, and what mischievous results must of necessity spring from a vile system of frauds,

Combinations taken from the Scheme-Book of a Lottery-Dealer.

308	309	310	396	397	398
23	24	25	26	27	28
1 18 53	1 19 53	1 20 53	1 21 53	1 22 45	1 23 46
2 19 54	2 20 54	2 21 54	2 22 54	2 23 43	2 24 45
3 20 55	3 21 55	3 22 55	3 23 55	3 24 44	3 25 55
4 21 56	4 22 56	4 23 56	4 24 56	4 25 56	4 26 56
5 22 57	5 23 57	5 24 57	5 25 57	5 26 57	5 27 57
6 23 58	6 24 58	6 25 58	6 26 58	6 27 58	6 28 58
7 24 59	7 25 59	7 26 59	7 27 59	7 28 59	7 29 59
8 25 60	8 26 60	8 27 60	8 28 60	8 29 60	8 30 78
9 26 61	9 27 61	9 28 61	9 29 61	9 30 61	9 31 77
10 27 62	10 28 62	10 29 62	10 30 62	10 31 62	10 32 76
11 28 63	11 29 63	11 30 63	11 31 63	11 32 63	11 33 75
12 29 64	12 30 64	12 31 64	12 32 64	12 33 64	12 34 74
13 30 65	13 31 65	13 32 65	13 33 65	13 34 65	13 35 73
14 31 66	14 32 66	14 33 66	14 34 66	14 35 66	14 36 72
15 32 67	15 33 67	15 34 67	15 35 67	15 36 67	15 37 71
16 33 68	16 34 68	16 35 68	16 36 68	16 38 71	16 38 70
17 34 69	17 35 69	17 36 69	17 37 69	17 37 70	17 39 69
35 44 70	18 36 70	18 37 70	18 38 70	18 39 69	18 40 68
36 45 71	37 45 71	19 38 71	19 39 71	19 40 68	19 41 67
37 46 72	38 46 72	39 46 72	20 40 72	20 41 72	20 42 66
38 47 73	39 47 73	40 47 73	41 47 73	21 42 73	21 43 65
39 48 74	40 48 74	41 48 74	42 48 74	46 51 74	22 44 64
40 49 75	41 49 75	42 49 75	43 49 75	47 52 75	47 51 63
41 50 76	42 50 76	43 50 76	44 50 76	48 53 76	48 52 62
42 51 77	43 51 77	44 51 77	45 51 77	49 54 77	49 53 61
43 52 78	44 52 78	45 52 78	46 52 78	50 55 78	50 54 60

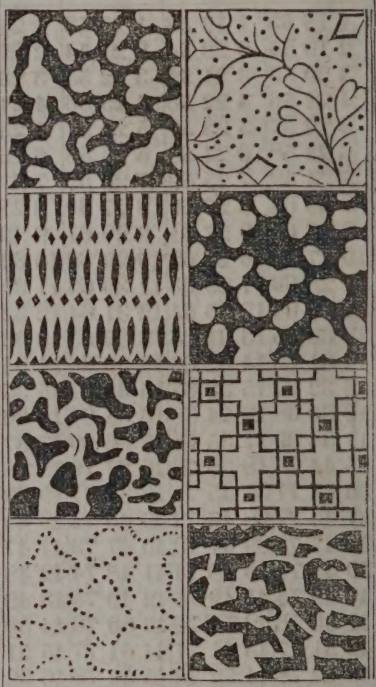
perpetrated, as it is, by the sanction of law, and the tolerance of custom.

All the combinations used in this lottery have been given, as also the number that might be made; and, of course, the less the dealer in lotteries makes, the greater the chance in his favor, and the less in favor of the buyer. The figures heading the classes of combinations, on each page, are class-numbers, and those below the first figures,

Combinations taken from the Scheme-Book of a Lottery-Dealer.

399	400	
29	30	
1 24 53	1 25 53	
2 25 54	2 26 54	
3 26 55	3 27 55	
4 27 56	4 28 56	
5 28 57	5 29 57	
6 29 58	6 30 58	
7 30 59	7 31 59	
8 31 60	8 32 60	
9 32 61	9 33 61	
10 33 62	10 34 62	
11 34 63	11 35 63	
12 35 64	12 36 64	
13 36 65	13 37 65	
14 37 66	14 38 66	
15 38 67	15 39 67	
16 39 68	16 40 68	
17 40 69	17 41 69	
18 41 70	18 42 70	
19 42 71	19 43 71	
20 43 72	20 44 72	
21 44 73	21 45 73	
22 45 74	22 46 74	
23 46 75	23 47 75	
47 50 76	24 48 76	
48 51 77	49 51 77	
49 52 78	50 52 78	

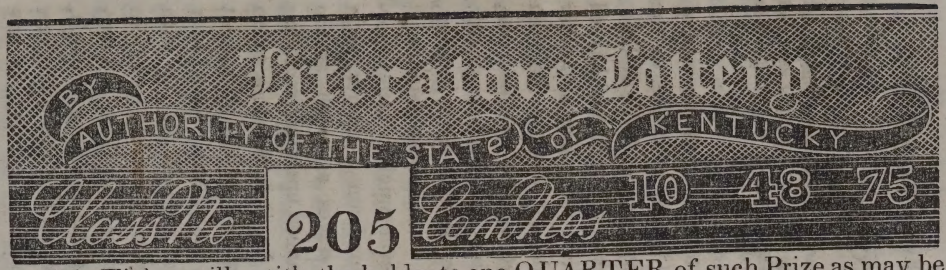
Here ends the Thirty Packages of Quarters.



and immediately above the columns, are placed there to indicate the number of packages.

The above are specimens of patterns of playing cards, that the reader may rely upon the gambler's knowing by their back as well as the generality of amusement players know by their face. The same may be said of all the patterns spoken of and presented to the view of the reader on another page of this work.

Fac Simile of a Lottery Ticket.



This Ticket will entitle the holder to one QUARTER of such Prize as may be drawn to its Numbers, if demanded within twelve months after the Drawing: Subject to a deduction of Fifteen per cent.: Payable forty days after the Drawing.

For A. BASSFORD & CO., Managers.

Covington, 1841. **QUARTER.**

[This plate represents a lottery ticket with the numbers placed upon it. The numbers seen upon its face are of the same order as those found upon every ticket when sold, and are used to designate one ticket from another, and by comparing them with the numbers at the head of any of those packages of combinations, on another page, you will see the manner in which they are arranged, and the great advantage in favor of the managers.]

A DISCOURSE ON THE EVILS OF GAMING.

BY REV. E. H. CHAPIN.

"He that tilleth the land shall have plenty of bread; but he that followeth after vain persons shall have poverty enough. A faithful man shall abound with blessings; but he that maketh haste to be rich shall not be innocent." — Prov. xxviii. 19, 20.

I PROPOSE, in this discourse, to treat upon the vice of *Gaming*. And it will be well for us to define, in the commencement, what we mean by gaming. We include, then, in our definition of this term, all games of hazard with cards, dice, balls, and the like, for money and other valuable considerations. We do not wish to lengthen out our remarks by entering into minute specifications, or to involve our subject with nice and subtile casuistry. There is a well-defined meaning to this term, *gaming*, which is understood by all; and we have just stated it.

Let me say further, that, however much or little a person may practise this vice, I condemn it utterly, as a principle — penny or sixpenny stakes as much as the game where thousands hang balanced upon the trembling cast. Small as the amount may be, it is the door to an infinite abomination, and I cannot uphold the least trifling with firebrands, arrows, and death. But I may be asked, "Would you do away with *all* playing with cards or dice, even when the game is entirely free from stakes?" I answer, that I am aware that there is a narrow and superstitious idea about the handling of cards, that is idle and trivial; but I like not that the young, especially, should use the instruments of gaming, in any way, however innocent. I like it not for the same reason that I like not the sipping of one draught of ardent

spirits. Now, I do not suppose — nobody supposes — that there is any intrinsic harm in drinking one temperate draught of ardent spirits. But why does the temperance pledge wisely prohibit it? Because *one* draught may kindle the inclination for *another* — because every drunkard had his *first draught;* and therefore, in order that no evil may come in, it is wisely forbidden even to introduce by one step: "Shut the door against its first overture," is the mandate — "Touch not, taste not, handle not!" So, especially to the young and the easily-tempted, I would say respecting cards, dice, and the like. Every gamester had his *first game* — alas! it was not his *last.*

But, I repeat, I would not lengthen this discourse, or involve it with nice reasonings; and therefore I shall, in the sequel, confine my remarks to games of hazard with cards, dice, balls, and the like, for money or other valuable considerations.

Although, probably, gaming is practised more extensively in some other portions of our country than here, it is a vice that is widely prevalent, and especially in large cities and their vicinities. At least, such are the facilities of the present day, that young men, travelling abroad and mingling more or less with the world, are peculiarly exposed to its snares. My remarks, then, upon this topic, if not actually required now by the circumstances of any who are present, may be useful in the future; while there may be those here who have entered upon its ruinous course, who may be checked, and saved at least from the most appalling of its consequences. To these last, if there are any such here, let me say, I ask your close and candid attention to what may be submitted upon this subject. I would reason fairly upon the mat-

ter. If what I say is not true, or of force, you may be justified in suffering it to remain unheeded; but if I speak truly, I do beseech you to act as rational, candid men should act!

I. The first objection against this vice, which I would mention, rests on the fact that *it is an illegitimate and uncertain source of gain.*

Man is made to labor for his subsistence. "In the sweat of thy brow thou shalt eat thy bread," is no unmeaning mandate. True, it is not to be construed so narrowly as that it shall be made to mean only the actual manual labor of all men. In the harmonious ordering of society, it is better for the whole that each should assume a particular kind of labor — should stand in a special lot; and thus the over-produce of one exchanged for the over-produce of another, supplies all requisite subsistence to the mass. Each member of the body discharges a different office from the other, but that office contributes to the good of the whole framework. So, he who stands in the mart, or flies the swift shuttle, or trims the white sail, or strives for man's physical, intellectual, or moral good, is fulfilling the original ordinance of labor as truly as he who cleaves the virgin soil or fells the tall tree. But, we say, in one way or another, it is incumbent upon all men to labor.

Now, there are those who do not produce; and why? In the first place, they may live on the wealth which another has accumulated, and bequeathed to them. But here, you perceive, there *has been* labor. In order to this accumulation, there must have been effort — effort somewhere, by somebody; though the brain that contrived, and the hand that wrought, may now be mouldering in the grave. If independence has been secured to

him by the wealthy man's father, or grandfather, it only shows that the heir is an exception to the general rule which his family has followed; and if he is a mere man of ease without labor, he is a most dishonorable exception. Moreover, another remark is certain. Without productive toil, without the effort that accumulates, that hereditary treasure must soon become wasted; that heaped-up property must, in a country like this, soon find its level; and the burden of toil will fall upon the descendants of the wealthy man, as it did upon his ancestors.

Or, secondly, a man may be exempt from labor, because of his titular power and property, as in Europe. But here this one class must live by unlawful exactions from another. The poor man's sweat must be poured out doubly, his sinews must be overstrained, in order to the rich baron's or lord's support; and thus this baron or lord is only exempt from the universal law of labor by a manifestly unequal and unjust, although established rule.

Or, again, a man may be exempt from labor by appropriating that which is not his own to his own use. But robbery and fraud are crimes; and so it is only by being a criminal that a man, in this way, can be free from the human lot of toil.

Thus we see, whichever way we look, that the only legitimate means of accumulating gain is *labor*. The charm or talisman of fairy tales is a childish idea, but no more absurd than the idea that we can live, and live lawfully and truly, without toil — no more absurd than the idea that we can suddenly become rich, and spend the rest of our days in indolent ease, lapped in wealth. We cannot lawfully and naturally become rich without labor,

either by our own brain, or those of our fathers — if we do, our wealth is our illegitimate product — it strains something of the general order — it will not long remain so. For thus runs the great law, — "He that tilleth his land shall have plenty of bread; but he that followeth after vain persons shall have poverty enough. A faithful man shall abound with blessings; but he that maketh haste to be rich shall not be innocent."

In view of these truths, how is it with gaming? Is *that* a legitimate source of wealth? Is it not based upon a craving desire to avoid the regular means of accumulation? Is it not a "making haste to be rich"? Why do you pursue this course? In the first few instances, perhaps, merely for amusement; but the charm that soon winds itself around your heart, is the idea of becoming suddenly the possessor of a great sum. This is the leading cord that drags you far out into the vortex of ruin. I know the gamester's plea, after a while. It is, that he only plays to secure that which he has lost. But what led him at first to play thus deep — to lose thus heavily? The idea, I repeat, of becoming suddenly rich. Such heavy stakes were not thrown down so eagerly, so anxiously, without a hope of gain. The glittering hoard poured out there upon the table — flashing in the light — fired his heart with the thought that it might be his, and he laid down his stake with that fond hope. He entered, perhaps reluctantly, that gilded saloon. He would go to see how others played. "There is no harm in that," said he. He would just, to pass away an hour, put down a trivial stake. Said he, "There is no harm in that." And then he turned to go away. But that yellow coin — so tempting, so bright — how easily it might be his! *Might* be? Surely! — Did he not see, but now, lean,

eager fingers sweeping it in, because of one lucky cast of the die? That hoard *might* be his. It would make him rich — free from care — free from labor; he will "try." That fatal trial! On that he loses. Then it is that the specious snare is completely twined around him, and he struggles in its toils. Then it is that he begins the trite, fallacious argument that he must make up what he has lost. Ah, says truth, "A faithful man shall abound with blessings; but he that maketh haste to be rich shall not be innocent."

Gaming, then, is an illegitimate source of gain. It is out of the usual round of labor, and, even if its object is reached, the gamester does not reach it naturally and lawfully. The hoard that the lucky gamester transfers to his own purse, is made up from the losses of others. Others have labored for it. It is stained with the tears of starving children — with the blood of broken hearts — with the sweat of honest men, from whom it may have been wrung by robbery and fraud. It is unnatural that so much wealth should come, suddenly — by the falling of a piece of ivory, by the upturning of a slip of paper, by the course of a polished ball — into the possession of one man. It comes, drop by drop, with pangs of agony and death, from some other quarter to meet this supply!

But gaming is, likewise, an uncertain source of gain. Grant that the hoard which but now lay glittering upon the table has become yours by the cast of the die. I say, it is an uncertain possession.

In the first place, it is uncertain because of that natural inclination which we all have to repeat a successful and gainful experiment. In lawful pursuits, this feeling sometimes carries us to a great, and even a fatal extent. The mariner who has pursued many voyages, and heaped up

a splendid competency by his ventures, still thirsts for one more cruise; and, perhaps, leaves his bones to whiten on the floor of the sea, sprinkled with his wrecked and deceitful treasure. The merchant, tempted by one gainful speculation, tries another, and yet another; until the hazard which has gathered force with every new undertaking, turns against him with a whirlwind power, and scatters his possessions from him forever. But in the lawful dealings of men there are certain fixed laws of trade, that have in them, in the natural course of things, some pledge of security and success. But the gamester, with all this burning passion to try twice and thrice the fortune that has smiled upon him once, has not likewise this regularity and security to depend upon. His venture is confessedly "a game of *chance*" — its charm lies in *chance;* and it is as uncertain where fortune will fall, upon the next throw, as it is where the up-tossed and scattered water-drops will make their bed. So the natural desire in all men to try fortune again, and yet again, blended with the peculiar circumstances of the gamester's case, makes his gain highly uncertain.

But again; his gain is uncertain, because he must conform to the rules of those with whom he associates and which they please to term *honorable.* If he has won from others, he must give them an opportunity of winning their own back, (that, remember, is one of *his* apologies for playing, that he must win his own back;) and so he is launched again into the sea of hazard, from which, it is almost certain, he will come out wrecked and shorn.

But we will suppose that he pockets his gain, and is fairly clear of the gaming-house — how will it be likely to prove then? Why, the old rule will, it is probable, be seen to

be true. That which is lightly gotten will be lightly spent. The value of that possession only, which has been *toiled for*, is truly felt. The hands that have ached with labor only know how to dispense the fruits of that labor with prudence. I venture to affirm that in nine cases out of ten the gamester's money is spent as easily as it is won — and he dies poor. For so I read the ordinance, "He that tilleth his land shall have plenty of bread; *but he that followeth after vain persons shall have poverty enough.*"

Honest labor — the furrowed land, the full-stored warehouse, the well-wrought fabric, the industrious hand, the busy brain; these, and these only, are the legitimate and certain sources of wealth. The gamester is seeking riches unnaturally and unlawfully.

II. The second objection against the vice of gaming, which I would mention, is, that *it begets neglect of business.*

If the accounts we receive of it be true, this is an absorbing and exciting pursuit. Once engaged in it, heart, soul, sense, become enlisted, and all the duties of life are sacrificed to this dream of dreams. Its votary is spell-bound, and drawn along with no eyes or ears for aught else. Hence business must suffer. The young man, who, after the labors of the day are over, enters the gaming-house to try his fortune for an hour, is led on to try it for two hours — for three — for a whole night. Wan and haggard, with blood-shot eyes and swimming brain, how heavily does he discharge the duties of the succeeding day! His mind wanders back to the excitement of the past night — deluded and bewildered with dreams of sudden wealth — warped by the attendant dissipation of his games; and this is the young

gamester's first essay. By and by, he begins to encroach upon the hours of labor. The morning light breaks in upon his play; — the rays of high noon fall on the scattered cards, the broken dice, the smeared tables, the haggard faces of the gaming-room. Weeks succeed to days — months to weeks — years to months. What employer will retain him? What business will support him?

It is an ordinance — a firm, fixed ordinance — that only "he who tilleth his land shall have plenty of bread" — only "the faithful man shall abound with blessings." The sunshine and the rain may fall upon that earth in which no seed has been sown, or upon which rankling weeds have been suffered to grow — the sunshine and the rain may fall there, but that earth will yield no harvest. The sails may be set from the proud ship's masts, the compass may point duly to the north, and the chart be unrolled; but, unless a strong hand rests upon the helm, and a master treads the deck, she rolls among the billows, and drifts where the four winds send her. So, with every faculty for success, and the light of promise in the soul, the man neglecting the lawful means of subsistence cannot expect to find those means working for him without his agency. If he neglects his business for the gaming-table, his business will neglect him. If, instead of tilling his land, he follows after vain persons, "he shall have poverty enough."

And I say, launched full tide in the vice of gaming, he *does* neglect his business. It is a passion that grows upon him. It absorbs every other consideration. The surrounding world becomes reduced to a small, intense centre before his wild, fixed eyes; and that centre is the gaming-table. Duty, honor, hopes of future subsistence, all, all are sacrificed upon this hot-burning altar

of Moloch! O, there have been those who have rushed so madly into this ruin, it would seem as if the first draught they had quaffed there in that haunt of sin had been fiendishly drugged, and some burning insanity had fallen upon their brain. Possessed, perchance, of a handsome competency — with a full, firm credit, and the tide of business setting prosperously and fair — what means it that all at once they should neglect their usual labor, leave the hammer idle on the bench, the store uncared for, the office vacant? What means it that they should drain away that competency, handful after handful, without replenishing? What means it that they should let that credit tarnish and die? — that, despite the remonstrance of friends, wife, children, parents, they should become fixed, chained, doomed to the gaming-table? O, this is a most pernicious, a deadly evil. It leads to the neglect of every honorable source of competency and support — to loss of character, credit, business, means. It is true, true as the Bible, as reason and common sense are true, that "He that tilleth his land shall have plenty of bread; but he that followeth after vain persons shall have poverty enough. A faithful man shall abound in blessings; but he that maketh haste to be rich shall not be innocent."

III. Another objection lies against gaming *because of the vices which are likely to accompany it.*

"He that maketh haste to be rich shall not be *innocent.*" Forsaking the appointed means of labor, in order to secure the desired end, means unnatural and unlawful will, it is quite probable, be resorted to. The inducement that will lead a man to neglect his business and to waste his property, even the sustenance of his wife and children, may draw him still farther from the path of rectitude and moral obligation. The young man, who,

from spending an hour at the gaming-table, advances to spend the night, and then to encroach upon the hours due his employer, will, very possibly, be led to encroach upon that employer's property — in short, from being *unjust*, may become *dishonest*. This is no wide or unusual leap. I venture to affirm that the passion for gaming has led many to be dishonest. What! will he who can wrench the very crust from his starving family, and pawn the bed from under them, and rush out, despite their prayers and tears, to throw the paltry stake, that the articles have procured, upon the gaming-board — will such a man spare the property of another, think you, when opportunity aids? — He who can thus deaden the sentiments of affection and duty, will suffer the unholy flame that burns within him to scorch up every feeling of honor and probity. All, all will be sacrificed to this intense, absorbing excitement. The vice of dishonesty, then, will very naturally accompany that of gaming.

Then there is intemperance. How many have been led to drink deep and fiercely, in the thirst of intense passion kindled in this pursuit! The gamester and the drunkard — how often joined in one individual! Disappointment, rage, despair — all seek to drown their fires in the intoxicating draught, that reënforces and doubly heats them. Temptingly, too, to the young man — to the novice, reluctant, fearful, abashed — temptingly is the wine-cup proffered to his lips, that, in a season of false hardihood and self-forgetfulness, he may hazard the fatal die. In all the degrees and mutations of gaming, from the fearfulness of the first trial, through the eagerness and excitement of hope, the flush of triumph, and the frenzy of despair, intemperance is a vice that naturally, very naturally, accompanies it.

Slothfulness and extravagance are also kindred vices to gaming. That, as I have said before, which is lightly won, is apt to be lightly spent. The day is past in indolent or feverish rest, in order to throw off the fatigues of one campaign, and to recruit for those of another. Credit is strained to its utmost tension — debts are contracted that involve and harass through life. Evil associations and intimacies are formed. The profane, the lewd, the deeply vicious, of both sexes, hover around the gaming-house, and draw, and entangle, and corrupt the soul. And then the heart becomes callous to misery — used to scenes of despair and blood — trained to selfishness — to grasp and to give nothing — to suspect all and confide in none.

O, truly is the gaming-house denominated a "hell." It *is* a hell. Could those trained features express the wild and tumultuous passions of the heart — could those passions themselves become imbodied — rage, despair, hate, deceit, could they take shape and hover, ghostly, there — could the oaths that break out linger and prolong their echoes — could the victims of that ruin stagger in with their gory locks and blood-shot gaze, and wild, delirious execrations — could the curses of parents, the wail of broken-hearted wives, the sobs of destitute orphans, the groans of the defrauded and the robbed, speak out from a hundred lips; could all these mingle with the lights and the laughter of the gaming-table, what a Pandemonium would be there! What gamester would not turn pale, and sink amid the scene!

And yet look in upon one of these *hells*. There are order and a precise outward propriety, to be sure. There are beaming lamps, and ruddy wine "moving itself aright" in the crystal cups, and gay ornaments and

appendages to make the room showy and attractive. And those who sit there, forsooth, are *gentlemen* — they call themselves so, and who can dispute it? They have a nice, a *very nice* sense of *honor;* yea, would pink you with pistol ball or sword point if you should doubt it, and write their *honor* in your blood. All this show and extreme decency is in the gaming-house. Yet what a motley group is there! All kinds of men, from the keen, tried sharper, with double cards and loaded dice, to the inexperienced, beardless youth. There worn-out libertinism, with excitement and with drink, still fans the smouldering flame of licentious passion. There bloated dissipation clutches the die with trembling hands, or sweeps in the forfeited stakes. There hoary profanity fiercely clinches an oath with hands that have reeked with blood — in an *honorable* way. There cunning fraud sits demure in all save that keen, rapacious glance, that, fastened upon its victim, evinces that it will have his last coin, though with it comes his last heart-drop too. There sits the man who plays his final stake, raised, perhaps, upon his family Bible. Mark him. That wild, distracted look — that fever-spot upon a pale, pale cheek — that convulsed lip and brow. He loses! He staggers out to end his days by his own hand! Another loses. He goes to maltreat and wound the hearts that still, still cling to him around his desolate hearth. The oaths, the laughter, the varied faces peering here and there — O, draw the veil; it *is indeed a hell!*

No dream-sketch this, my friends. Paris, London, New Orleans, New York, — must we say Boston, too? — could they strip off the happy disguise in which they slumber, and lay bare the heart of sin, would show scenes *worse* than these.

Thus gaming brings with it other and deadlier vices. "The faithful man shall abound with blessings; but he that maketh haste to be rich shall not be innocent." Who is addicted to this vice? Deeply as he may be involved in it, I trust he is yet unscathed by any of the fearful evils that almost invariably accompany it. It is time, however, that he should awake from this awful, nightmare sleep. It is time — full time! I fear for him. The words of the text are so *definite* — so *positive*. "He that maketh haste to be rich," it says, "shall not" — mark that — "*shall not be innocent.*" Let him beware! Let him awake from his delusion!

IV. Finally; let me mention the fearful objection that lies against the vice of gaming, in *the amount of individual and domestic evil that it inflicts.*

This is a result that flows, of course, from the facts already mentioned. Unlawful pursuits, neglect of business, vices of various kinds and in various degrees, *must* cause much individual and domestic evil. And these are the natural, we may say almost the inseparable consequences of gaming.

How a man's soul, strong, and vigorous, and pure, as it may have been in the outset of his career, must become marred and darkened, debased by associations like these! The physical injuries that this pursuit works upon him — the derangement and prostration of his bodily energies, caused by intense excitement, unnatural vigils, overwrought anxiety, intemperance, and strife — the physical injuries, I say, great as they are, in comparison with other evil effects, appear a slight matter. Even the ruin of his business, and the waste and wreck of his property, shrink beside these greater consequences. The injuries he inflicts upon his *soul* — the marring and crushing of

fine and delicate sympathies — the callousness of the heart — the deadening of conscience — affection and duty all madly sacrificed; these, *these* are consequences of the gamester's course, that sicken and appal the loving and the good, and should make the tempted stand back in horror from that gulf. I do not exaggerate here. This is not the license of rhetoric — the zeal of declamation. Young men have been ruined, often, often ruined by the vice of gaming! And when we looked upon them, the greatest woe, after all, was not that health was gone, was not that property was wrecked; but that the affectionate heart was changed, changed to cold, stony ice — the tender sense of honor lost — the pure aspiration stifled by low, grovelling, unholy appetite. O, *this*, we felt, was the deepest evil of all! How has the mother looked on such a son, — her proud, her only son; who went forth, with a good, strong heart, to battle with life's destinies for life's great ends! She hoped to see him one day, with his sparkling eye and his flushed cheek, come home laden with the proofs of his toil and his victory. And he *did* come home. O, how changed! His frame worn — his cheek pale, very pale — his eye wild and fevered — his lips parched and steeped in inebriety—his hopes crushed — his very life only the motion of excitement and of passion — his very soul shattered, so that if the music of affection still lingered there, it quivered uncertain and discordant upon its strings.

And, then, the burden and concentration of all these evils rest in the spirit's alienation from religion, from duty, from God — in its divorce from the things that make for its peace — in its moral abandonment and deep sinfulness — in its sure heritage of misery and retribution.

Are not these great evils — common evils — evils nat-

urally flowing from the vice of gaming, with its attendant allurements and vices?

But consider, also, the domestic evil that this vice inflicts. Who can estimate it? Who can speak of it in its fulness and its depth? Who can, or who could wish to, if they could, draw, with a faithful hand, the lone home of the gamester — the desolate family, the bleeding heart, the tears, the misery? Driven to the extremest verge of destitution — nothing spared for comfort or decency — all swallowed up in this absorbing frenzy! Degrees there are in this misery — yet how gloomy each, and how fearfully does the shadow of the future fall upon the present! Would the gamester unlock the springs of his heart that he has pressed down as with iron — would he suffer memory and reflection to do their work — what *pictures* of his domestic life might they paint for him! The first in the series should be one of calm bliss and joy. Not a cloud in the heaven, save those tinged and made beautiful by hope. The eyes of love looking out upon him — the dependence of a trustful heart, leaning upon him its all. Then the scene would change.

A tearful and deserted wife — a sobbing, pitying child — keeping watch with the lone night-lamp, till the breaking of the morning. Again, and haggard misery would creep into the picture, adding the keenness of deprivation to the sting of grief — pressing heavily upon the bowed, crushed spirit of that wife — mingling the drought of slighted, abused affection with the tears of starved and shivering childhood — piercing her ear, at once, with the moans for bread and the curses of disappointed brutality. Once more, and there should be a GRAVE! — a green and lowly grave — where the faithful

heart that loved him to the last should rest from all its pangs, and the child that he had slighted should sleep as cold and still as the bosom that once nourished it; a *grave!* where even the wide and distant heaven should be kinder than he, smiling in sunshine and weeping in rain over those for whom he, in his mad career, never smiled or wept — whom he, in his reckless course, hurried thus early to their tomb.

Pictures like these, I say, might memory and reflection paint for the gamester, for scenes like these occur every day in his *real life.*

Thus, to the individual, and to the domestic circle, does this one vice of gaming bring deep and deadly evils. I might go on with the catalogue. I might show its effects upon community; a topic, with its statistics and its reasonings, bulky and important enough at least for one discourse; but I must pause here. I trust that I have said enough at this time to convince any, who will be convinced, of the many and great evils of gaming. I have not particularly alluded to the professed gamester, whose subsistence depends upon his skill and sharpness, and who, hardened and imboldened in sin, fastens like a vampyre upon the inexperienced and unwary. I leave him with the perpetrators of other dark and heinous *crimes.* But I speak to the dupes of men like these — especially to those who are young; who, with energy and hope, are going out into the world rejoicing in their strength. I bid them beware. I bid them look closely to their steps. Play not for the value of a pin — this matter may hang upon a pin's point! Harbor not, even in so small a degree as that, this passion for gain in an unnatural way. Labor, honorable toil, gain won in the sweat and dust of industry — be this course yours. With

the keen, bright sickle, or with the skilful and ready hand, or with active eye, or busy brain, live, and work, and reap your harvest. In such a course you shall never fail. In others, every step you take is fraught with evil. A great promise brightens upon the one — a fearful threatening shadows the other. Hear them, and heed them. "He that tilleth his land shall have plenty of bread; but he that followeth after vain persons shall have poverty enough. A faithful man shall abound with blessings; but he that maketh haste to be rich shall not be innocent."

Suffer me, ift closing, to indulge in one other strain of remark. I would say that the motives which will effectually deter men from the vice of gaming, or reform those addicted to it, will spring from a religious view of the matter. When they reflect upon the true ends of life, upon the purpose of all its gifts and opportunities, upon the objects for which we should labor and live, — when they reflect, I say, upon these things, with a steadfast, solemn, searching earnestness, and act upon them, they will cast away the implements of their unlawful pursuit; they will shun the gaming-house as the pavilion of death, and act and aim for those things that lead to duty, and heaven, and God.

But, my friends, should we pause here with the gamester, or with those tempted by the vice of gaming? Whatever may be our occupation, so long as we pursue courses that do not comprehend, as their result, the great end of life — that do not employ the gifts and opportunities of existence in a proper manner — that do not aim for duty, and heaven, and God — we need to be aroused, to change our course, and to act. If we are hazarding opportunities, and gifts, and faculties, for mere

earthly and sensual gain, what are we but gamesters, all? If we are playing for wealth, or pleasure, or fame, instead of living for another life — instead of seeking that we may grow like Christ, and come to the perfect stature of men and women in him — it is time that we should labor for higher destinies. We may apply the text with a deeper significancy, if we will. "He that tilleth his land shall have plenty of bread" — his *land* — his *possession* — his *soil;* what nobler possession, what richer soil, than that of the human soul? — what *bread* more enduring than that "which cometh down from heaven"? — He that cultivateth his *soul*, then — that openeth it to the sunshine and the rains of grace — that letteth immortal seed drop therein, and anxiously toils and watches for the harvest — "shall have plenty of bread," of eternal fruit. "But he that followeth after vain persons," or vain *things* — how differ they? — "shall have poverty enough;" shall have leanness, and barrenness, and deadness of moral and religious life. So, too, "a faithful man shall abound with blessings, — a *faithful* man — a man faithful to his duty, to *all* his duty; "but he that maketh haste to be rich" — he that is eager in unlawful pursuits, or in the career of mere human pleasure, wealth, fame — "shall not be innocent;" shall not be free from the accusations of conscience and the claims of duty — shall be found sinful and guilty.

Thus, my friends, can the text have a meaning for us all. Let us heed it — let us be tillers of the land — let us be faithful men and women. For "he that tilleth his land shall have plenty of bread; but he that followeth after vain persons shall have poverty enough. A faithful man shall abound with blessings; but he that maketh haste to be rich shall not be innocent."

CONCLUSION.

A few words more before I close this volume. Let no one lay the flattering unction to his soul, that the life of a gambler, under any circumstances, is a happy one. If it were, the Bible would not be true; for we are there told that "the way of transgressors is hard." This is true of evil-doers of every kind, but peculiarly so of gamblers. If the gambler is unsuccessful, his wickedness of mind, and feeling of self-degradation, are more than it is in the power of language to portray. And if, on the other hand, he is successful, his mental condition is scarcely, if any, better. Unless he has schooled himself into a state of brutal insensibility, he is, even in the midst of the most profuse luxury and gorgeous splendor, constantly tortured with those pangs of remorse, which must ever harrow up the bosoms of those who riot in the possession of ill-gotten gain. And, besides, there is no wealth that is so precarious and evanescent as that of the gambler. To-day his coffers are filled, and he is surrounded with multitudes of smirched, fawning flatterers, and he fondly blesses himself that "his mountain stands strong;" that Fortune will always smile propitiously upon him. To-morrow, his riches have, to his own and to every body's astonishment, taken to themselves wings and flown away; and now his accustomed crowd of flatterers have all disappeared like a scene of enchantment, and none are so poor as to do him reverence. But if any are disposed to question the instability of the gambler's wealth, and, at the same time, are believers in the inspiration of the Scriptures, I beg them to listen to their testimony: it is this — "He that by usury and unjust gain

increaseth his substance, he shall gather it for him that will pity the poor." This is the firm, the irrevocable decree of Heaven, and no power on earth can defeat or circumvent the execution of it. Sooner or later, in some form or other, it will be verified in every solitary instance, for the mouth of the Lord hath spoken it.

A distinguished writer has said, that "a day, an hour, of virtuous liberty is worth a whole eternity of bondage." For twelve years I was addicted to the vice of gambling; and few, perhaps, have had greater success than I had. For more than two years past I have been happily divorced from that vice, and have been humbly endeavoring to lead a new life; and most truly can I say, that I would not give one hour of such pleasure as I now experience, for all that I ever realized while enslaved by that odious and destructive vice. And to my former companions in folly, I would earnestly and most affectionately say, in conclusion, Escape for your lives from that gulf to which you are hastening. Return to the walks of virtue and usefulness; and certain I am that you will never, never repent of it, but will always cherish the remembrance of it as one of the happiest days of your existence. The generous-hearted and the good will every where welcome you with open arms; and if you persevere in your reformation, the dark passages in your former history will be buried in perpetual oblivion, — the past will be forgotten, and will be as though it had never been. The benevolence of society is becoming more and more assimilated to the benevolence of God himself. And what does God promise to the reclaimed, repentant wanderer from the path of virtue? It is, that he will remember his iniquities against him no more forever. And thus it is with enlightened Christian so-

ciety; and this is one of the great secrets, as I humbly conceive, of the mighty progress of the great work of moral reform in the nineteenth century; and may this work go on, until vice and immorality of every kind shall be banished from the world!

APPENDIX.

NOTICES OF THIS WORK, LETTERS, &c.

[*From the Baltimore Lutheran Observer, edited by the* Rev. B. KURTZ, D. D.]

AN EXPOSURE OF THE ARTS AND MISERIES OF GAMBLING; *designed especially as a Warning to the Youthful and Inexperienced, against the Evils of that odious and destructive Vice.* BY J. H. GREEN. Revised by a literary Friend.

We have read this interesting work with feelings of inexpressible horror for the patent "gambler," and of deep commiseration for his unhappy victims. Though we have no acquaintance whatever, either *theoretically* or *practically*, with the *art* of gambling, yet we have always regarded it as a species of robbery, and a prolific source of varied crime, deserving the universal and most unqualified condemnation of all the friends of virtue, and of all good citizens. But the iniquitous practice, as developed in Mr. Green's book, in all its windings, and deceptions, and temptations, misery, wretchedness, desolating moral tendency, ruin and destruction both as regards time and eternity, is absolutely appalling, and almost incredible. Mr. Green, writing as he has done, from sad experience, has produced a remarkable book, which ought to be read by all, and especially by the young and unwary, and which, if it receives but a tithe of the attention it seems to us to merit, will rouse the public from its stupor on the subject of gambling, and bring about an effort not unlike that employed in the cause of the glorious temperance reformation, which will not relax until the hellish machinations and cruelties of gaming are swept from the land. The history of young

C., of Va., crowded as it is with the most astounding and thrilling events, is of itself calculated to enlist every bosom, in which a heart not entirely bereft of humanity pulsates, in a manly and fearless effort against this dreadful engine of degradation and ruin to thousands of the young men of our country. The public owe a debt of gratitude to Mr. Green, the noble pioneer in this branch of reform.

We feel disposed to enlarge, and dwell at length on this subject; but the following very clear and emphatic remarks from the vigorous pen of Dr. Bascom, president of Transylvania University, in a letter to the author, render it unnecessary to say any more in relation to Mr. G.'s book.

TRANSYLVANIA UNIVERSITY, *Jan.* 20, 1844.

My Dear Sir: In compliance with your request, I have examined your book on the subject of *Gambling*, and, at your further request, hasten to say to you what I think of it. Of the merits of your book, so far as it treats of gambling as a *science*, I am not prepared to speak with confidence, as I happen to be alike ignorant of theory and practice in the case, and on this part of the subject can only say, that it appears to me entirely certain, from the *internal evidence of the book itself*, that the author understands his subject well and thoroughly, and is as perfectly *at home*, in the tricks and mysteries, the windings and duplications, of the art, as he is in depicting the graver villanies, the infamy and misery, attendant upon the practice of it. I have always regarded the vice of gambling, in all its possible forms, as low and disreputable in character, as well as utterly base and demoralizing in tendency. My extensive intercourse with society, in all its classes and gradations, during a term of thirty years, had taught me but too much of the nature, extent, and evils of gambling, as one of the most degrading vices of any age or country; but until I read your book, I had no adequate conception of the kind and amount of villany, to which every gambler must of neces-

sity become a pander and a party. Your exposure of the whole subject, in all its complicated deformity, must, I think, operate in the most favorable results, and be productive of a great and of direct and ultimate good. No well-regulated mind, it seems to me, can be made acquainted with the facts you disclose, especially the more attractive arts and practices, relied upon by the *initiated of the profession*, without a degree of contempt for the gambler and his felon art, which must exert a corrective, as well as conservative influence, wherever it is felt. Before closing this brief notice, I take the liberty, without your knowledge or consent, of claiming for your work the merit of *originality*, for I believe no one has preceded you in the path you have chosen. Your book is unique in kind, and must explain itself. Others have *described* and *denounced*, but you have given us the *anatomy* of gambling, *secundum artem;* and as a *pioneer* in this department of *moral reform*, allow me to bid you *God speed*, and wish you and your cause abundant success.

H. B. BASCOM.

Mr. J. H. GREEN, *of Cincinnati, Ohio.*

[*From the Hon. Judge* EGGELSTON.]

MADISON, Indiana, *May* 13, 1844.

Dear Sir: I have been so much engaged since I received your book on Gambling, that I have not been able to give it more than a cursory reading. My absence from home until Friday evening last will account for my not complying with your request before, by giving you my opinion of its tendency to lessen, if not entirely correct, the enormous and crying evil it assails. My opinion is, that it cannot but have the effect of greatly diminishing

the truly frightful malady it seems your wish to cure, by putting the ignorant and unwary upon their guard against the insidious wiles and consummate knavery of those who follow gambling as a profession, and would lure them to their ruin. I consider the crusade you have set on foot against professional gambling, on a par with that which is going on against intemperance, and as necessary to the moral regeneration of the social state; and I feel assured that you will carry with you, as you certainly ought, the sincere approbation and cordial support of every virtuous man and woman in the country. The approving smiles of Heaven and your own conscience, which are worth more than all besides, will assuredly be yours. You may expect strong resentments and determined opposition from those whose practices you attack and expose. But this is the case with all who would reform mankind, and oppose the interests of others. You should brave it all; and if you succeed, you will have the applause, as your efforts will deserve to have, the good will and support of all whose opinions are worth any good man's having or desiring. May God assist you, and crown your labors with success!

Yours, &c.

M. C. Eggleston.

[*From the Louisville Journal, edited by* G. D. Prentice.]

Green on Gambling. — We have the best authority for saying that Mr. Green thoroughly understands all the mysteries of gambling. He knows, for he has practised the tricks by which the unwary are swindled out of their money by the accomplished gamester; and he has completely exposed them in his book on the subject. All who are anxious to understand the depth of the infamy

of gambling, as it is practised, should read these pages. No man, once made acquainted with the kind of swindling to which he is exposed, would venture to play a game with a professional blackleg. Mr. Green has proved, to the satisfaction of many in this city, that, by glancing at the backs of cards, he can tell their faces, whether the backs are plain or figured. The experiment has been tried here repeatedly, and, in every instance, he designated the various cards that were offered him by merely looking at their backs. What he knows is known to the class to which he belonged. Hence no man can play with those who understand the mysteries of gambling, without losing.

Mr. Green deserves the thanks of the community for unveiling the iniquities of gambling. He has been successful in forming anti-gambling societies here and elsewhere. He proceeds hence to the west and south, where we hope he will meet with the success he deserves in his efforts to banish this stupendous vice from the land. He carries the highest testimonials.

[*From the Cincinnati Daily Atlas, edited by* NATHAN GUILFORD.]

There are some vices of so seductive a character, that men will hardly abstain from them, even if one rise from the dead to persuade them. Of this sort is gambling, which prevails in every state of society, from the most savage to the most civilized, and has, we think, infested the human species from the earliest ages — every where condemned and denounced by the wise and the experienced. If we mistake not, it flourishes especially in the extremes of barbarism and of artificial refinement, alluring the naked savage into the most fatal excesses, and

celebrating its dreadful orgies, on the grandest scale, in the saloons of Paris and London. We are not exempt from its evils in this country. Gaming is but too well suited to the mercurial temperament of our people, and the erratic lives led by a large portion of our population expose them peculiarly to the contagion. We look therefore with favor upon any effort, however humble, which may contribute to expose the odious features of this vice, and to warn the inexperienced against its allurements. Gaming is not a vice of our firesides; it is seldom seen in the social circles of American society. But it infests our highways and byways, and lies in wait for the unwary, in all the great avenues of commerce and pleasure. The hotels, the steamboats, and all places of public resort, are filled with its ministers and engines of destruction.

[*From* Robert Morrison, *Superintendent of the Boston Farm School.*]

Boston Farm School, *Dec.* 20, 1844.

Mr. J. H. Green:

Dear Sir: I have perused the two volumes which you were so kind as to present to me, and have read portions of them to the boys under my care.

The little volume, "Gambling Unmasked," shows the dangers to which a youth is exposed, who has no guardian to control him, and the great risk he runs in mixing with bad associates.

I consider your other work, "Green on Gambling," to be highly useful to young men, especially to those who design to travel south or west. It will serve as a monitor to warn them against the dangers which lie in their path, and make them acquainted with the artifices practised by unprincipled men, to the ruin of many an unsuspecting youth.

I am, respectfully, yours,

Robert Morrison.

[*Law of Ohio for the Suppression of Gambling, drafted by* J. H. GREEN.]

SECTION 1. *Be it enacted by the General Assembly of the State of Ohio*, That if any person shall keep a room, building, or arbor, booth, shed, or tenement, to be used or occupied for gambling, or shall, knowingly, permit the same to be used or occupied for gambling; or if any person, being the owner of such room, building, arbor, booth, shed, or tenement, shall rent the same to be used or occupied for gambling, the persons so offending shall, on conviction thereof, be fined in any sum not less than fifty dollars, nor more than five hundred dollars; and if any owner of any room, building, arbor, booth, shed, or tenement, shall know that any gambling-tables, apparatus, or establishment is kept or used in such room, building, arbor, booth, shed, or tenement, for gambling, and winning, betting, or gaining money, or other property, and shall not forthwith cause complaint to be made against the person so keeping or using the room, building, arbor, booth, shed, or tenement, he shall be taken, held, and considered to have knowingly permitted the same to be used and occupied for gambling.

SECT. 2. If any person shall keep or exhibit any gaming-table, establishment, device, or apparatus to win or gain money, or other property of value, or to aid or assist, or permit others to do the same; or if any person shall engage in gambling for a livelihood, or shall be without any fixed residence, and in the habit or practice of gambling, he shall be deemed and taken to be a common gambler, and upon conviction thereof, shall be imprisoned and kept at hard labor in the penitentiary not less than one, nor more than five years, and be fined five hundred dollars, to be paid into the treasury of the county where such conviction shall take place, for the use of common schools therein.

SECT. 3. If an affidavit shall be filed with the magistrate before whom complaint shall be made of an offence

against any provisions of this act, stating that the affiant has reason to believe, and does believe, that the person charged in such complaint has upon his person, or at any other place named in such affidavit, any money, or any specified articles of personal property, or any gaming-table, device, apparatus, the discovery of which might tend to establish the truth of such charge, the said magistrate shall, by his warrant, command the officer, who is authorized to arrest the person so charged, to make diligent search for such money or property, and table, device, or apparatus; and if found, to bring the same before such magistrate—and the officer seizing the same, shall retain possession thereof, subject to the order of the magistrate before whom he takes the same, until the discharge, or commitment, or letting to bail of the person charged; and in case of such commitment, or letting to bail of the person so charged, such officer shall retain such property, subject to the order of the court before which such offender may be required to appear, until his discharge or conviction. And in case of the conviction of such person, the gaming-table, device, or apparatus shall be destroyed, and the money and other property shall be liable to pay any judgment which may be rendered against such person; and in case of the discharge of such person by the magistrate, or court, the officer having such property in his custody, shall, on demand, deliver it to such person.

Sect. 4. If any person called to testify on behalf of the state before any justice of the peace, grand-jury, or court, upon any complaint, information, or indictment, for any offence made punishable by this act, shall disclose any fact tending to criminate himself in any matter made punishable by this act, he shall thereafter be discharged of and from all liability to prosecution or punishment for such matter of offence.

Sect. 5. It shall be lawful for any justice of the peace, chief magistrate of the municipal incorporation, or judge of any court of common pleas, upon complaint on oath, that any gaming-table, establishment, apparatus, or device is kept for the purpose of being used to win or gain

money or other property, by the owner thereof, or any other person, to issue his warrant, commanding any sheriff, constable, or marshal of any municipal corporation to whom the same may be directed, within the proper jurisdiction, after demanding entrance, to break open and enter any house or other place where such gaming establishment, apparatus, or device shall be kept, and to seize and safely keep the same, to be dealt with as hereafter provided.

SECT. 6. Upon the return of said warrant executed, the authority issuing the same shall proceed to examine and inquire touching the said complaint, and if satisfied the same is true, he shall order the officer so seizing such gaming establishment, apparatus, or device, forthwith to destroy the same; which order the said officer shall proceed to execute in the presence of said authority, unless the person charged as keeper of said gaming establishment, apparatus, or device, shall, without delay, enter into a recognisance in the sum of two hundred dollars, with sufficient sureties, to be approved by said authority, for the appeal of said complaint to the Court of Common Pleas, next to be held in the proper county, conditioned that the defendant will appear at the next term of the court to which he appeals, and abide the order of such court, and for the payment of the full amount of the fine and all costs, in case he shall be found guilty of the offences charged, and judgment be rendered against him in said court.

SECT. 7. The officer taking such recognisance shall return the same to the clerk of the court to which said appeal is taken forthwith, and such clerk shall file the same in his office, and complaint shall be prosecuted in such court, by indictment, as in other criminal cases; and upon conviction, the appellant shall be fined not more than fifty dollars, and shall pay the costs of prosecution; and such gaming establishment, apparatus, or device shall be destroyed.

SECT. 8. It shall be the duty of all sheriffs, constables, marshals of incorporated cities, towns, and boroughs, and

of all prosecuting attorneys to inform and prosecute all offences against this act.

SECT. 9. This act shall be given in charge to the Grand Jury, by the President Judge of the Court of Common Pleas in the respective counties.

SECT. 10. This act shall take effect on the first day of March next.

ELIAS F. DRAKE,
Speaker of the House of Representatives.

SEABURY FORD,
Speaker of the Senate.

January 17, 1846.

[*Law of Pennsylvania for the Suppression of Gambling, drafted by* J. H. GREEN.]

SECTION 1. *Be it enacted by the Senate and House of Representatives of the Commonwealth of Pennsylvania, in General Assembly met, and it is hereby enacted by the authority of the same,* That if any person shall keep a room, building, arbor, booth, shed, or tenement, to be used or occupied for gambling, or shall, knowingly, permit the same to be used or occupied for gambling; or if any person, being the owner of any room, building, arbor, booth, shed, or tenement, shall rent the same to be used or occupied for gambling, the persons so offending shall, on conviction thereof, be fined in any sum not less than fifty nor more than five hundred dollars; and if the owner of any room, building, arbor, booth, shed, or tenement, shall know that any gaming-tables, apparatus, or establishment is kept or used in such room, building, arbor, booth, shed, or tenement, for gambling, and winning, betting, or gaining money, or other property, and shall not forthwith cause complaint to be made against the person so keeping or using such room, building, arbor,

booth, shed, or tenement, he shall be taken, held, and considered to have knowingly permitted the same to be used and occupied for gambling.

SECT. 2. If any person shall keep or exhibit any gaming-table, establishment, device, or apparatus to win or gain money, or other property of value, or to aid, assist, or permit others to do the same; or if any person shall engage in gambling for a livelihood, or shall be without any fixed residence, and in the habit or practice of gambling, he shall be deemed and taken to be a common gambler, and upon conviction thereof, shall be imprisoned and kept at hard labor in the penitentiary not less than one, nor more than five years, and be fined five hundred dollars, to be paid into the treasury of the county where such conviction shall take place, for the use of common schools therein, to be divided among the accepting school districts in such county, in proportion to the number of taxable inhabitants in each district.

SECT. 3. If an affidavit shall be filed with the magistrate before whom complaint shall be made of an offence against any provision of this act, stating that the affiant has reason to believe, and does believe, that the person charged in such complaint has upon his person, or at any other place named in such affidavit, any specified articles of personal property, or any gaming-table, device, or apparatus, the discovery of which might lead to establish the truth of such charge, the said magistrate shall, by his warrant, command the officer, who is authorized to arrest the person so charged, to make diligent search for such property and table, device, or apparatus; and if found, to bring the same before such magistrate, and the officer so seizing shall deliver the same to the magistrate before whom he takes the same, who shall retain possession, and be responsible therefor until the discharge, or commitment, or letting to bail of the person charged; and in case of such commitment, or letting to bail of the person so charged, such officer shall retain such property, subject to the order of the court before which such offender may be required to appear, until his discharge or convic-

tion. And in case of the conviction of such person, the gaming-table, device, or apparatus shall be destroyed, and the property shall be liable to pay any judgment which may be rendered against such person; and after the payment of such judgment and costs, the surplus, if any, shall be paid to the use of the common schools aforesaid, and in case of the discharge of such person by the magistrate, or court, the officer having such property in his custody, shall, on demand, deliver it to such person.

SECT. 4. If any person called to testify on behalf of the state before any justice of the peace, grand-jury, or court, upon any complaint, information, or indictment, for any offence made punishable by this act, shall disclose any fact tending to criminate himself in any manner made punishable by this act, he shall thereafter be discharged of and from all liability to prosecution or punishment for such matter or offence.

SECT. 5. It shall be lawful for any justice of the peace, chief magistrate of any municipal incorporation, or judge of any court of common pleas, upon complaint upon an oath, that any gaming-table, establishment, apparatus, or device is kept by any person for the purpose of being used to win or gain money or other property, by the owner thereof, or any other person, to issue his warrant, commanding any sheriff, or constable, to whom the same shall be directed, within the proper jurisdiction, after demanding entrance, to break open and enter any house or other place wherein such gaming establishment, apparatus, or device shall be kept, and to seize and safely keep the same, to be dealt with as hereinafter provided.

SECT. 6. Upon return of said warrant executed, the authority issuing the same shall proceed to examine and inquire touching the said complaint, and if satisfied that the same is true, he shall order the officer so seizing such gaming establishment, apparatus, or device, forthwith to destroy the same; which order the said officer shall proceed to execute in the presence of said authority, unless the person charged as keeper of said gaming establish-

ment, apparatus, or device, shall, without delay, enter into a recognisance in the sum of six hundred dollars, with sufficient sureties, to be approved by said authority, for the appeal of said complaint to the Court of Common Pleas, next to be held in the proper county, conditioned that the defendant will appear at the next term of the court to which he appeals, and abide the order of said court, and for the payment of the full amount of the fine and all costs, in case he shall be found guilty of the offence charged, and judgment be rendered against him in said court.

SECT. 7. The officer taking such recognisance shall return the same to the clerk of the court to which said appeal is taken forthwith, and such clerk shall file the same in his office, and the complaint shall be prosecuted in such court, by indictment, as in other criminal cases; and upon conviction thereof, the appellant shall be fined not more than fifty dollars, and shall pay the costs of prosecution; and such gaming establishment, apparatus, or device shall be destroyed.

SECT. 8. If any person or persons shall, through invitation or device, persuade or prevail on any person or persons to visit any room, building, arbor, booth, shed, or tenement, kept for the use of gambling, he or they shall, upon conviction thereof, be held responsible for the money or properties lost by such invitation or device, and fined in a sum not less than fifty, and not more than five hundred dollars.

SECT. 9. It shall be the duty of all sheriffs, constables, and all prosecuting attorneys to inform and prosecute all offenders against this act, and upon refusal thereof, they shall pay a fine of not less than fifty, nor more than five hundred dollars.

SECT. 10. This act shall be given in charge to the Grand Jury, by the President Judge of the Court of Quarter Sessions in the respective counties.

SECT. 11. This act shall take effect on the first day of July next.

[*Recommendations.*]

CINCINNATI, *July*, 1843.

We, the undersigned, believing that Mr. J. H. Green's proposed publication ["THE ARTS AND MISERIES OF GAMBLING"] will be eminently useful in counteracting one of the most pernicious and demoralizing vices of the age, take great pleasure in recommending it to the patronage of the public.

REV. CHARLES ELLIOTT,
Editor of the Western Christian Advocate.
REV. L. L. HAMLINE,
Bishop of the Methodist Episcopal Church.
D. K. ESTE,
Judge of the Superior Court, Cin. Ham. Co.
REV. JAMES P. KILBRETH.
SAMUEL WILLIAMS.
JOHN M'LEAN,
Judge of the United States Court.
REV. W. H. RAPER.
THOMAS J. BIGGS,
President of the Cincinnati College.
SAMUEL W. LYND, D. D.,
Pastor of the Ninth Street Baptist Church.
HON. JACOB BURNET.
REV. JOHN F. WRIGHT.
H. E. SPENCER,
Mayor of Cincinnati.

[*A Card from the Citizens of Louisville.*]

We, the undersigned, having witnessed Mr. Green's exhibitions of the frauds practised by the gambling fraternity upon the unwary, have no hesitation in certifying the importance of his disclosures, and the very salutary influence which must result to the community from their

developments. They feel persuaded that it is only necessary to witness Mr. Green's illustrations of their foul practices, to deter any of the most credulous from participating in any game with which a gambler may be connected.

W. N. CARTER,
H. D. NEWCOMB,
WILLIAM SINTON,
HENRY LAZERUS,
J. D. SWIFT,
JOHN JOYES,
A. THROCKMORTON,
ROBERT K. WHITE,
S. S. KENNEDY,
J. I. JACOB, Jr.,
G. D. PRENTICE,
Editor of the Louisville Jour.
W. N. HALDEMAN,
Editor of the Louisville Cou.
N. HAYDON,
HENRY C. POPE,
J. T. GREY,
H. BRIDGES,
H. W. COOD,
L. A. PRATT,
W. RODGERS,
T. F. VANMETER,
J. H. THROCKMORTON,
ISAAC EVERETT,
JOHN M. MONOHON,
SAMUEL BEALL,
B. H. HORNSBY,
C. F. VERNON.

[*St. Louis Anti-Gambling Society.*]

Resolved, That the thanks of this meeting are hereby tendered to Mr. J. H. Green, for his efforts in the city of St. Louis in exposing the arts and practices of gambling, and in the formation of an Anti-Gambling Society—upwards of two thousand members.

Unanimously adopted by the meeting, April 2, 1844.

HUGH MILLER, *Rec. Sec'y.*

The following is a card given to Mr. Green, by the citizens of St. Louis:

The undersigned, having witnessed Mr. Green's exhibition of the frauds practised by the professional gamblers upon the unwary, have no hesitation in certifying to the importance of his disclosures, and the very salutary influence which must result to the community from their development. They feel persuaded it is only necessary to

witness Mr. Green's illustrations of their foul practices, to defer even the most credulous from participating in *any game* with which a gambler may be connected.

J. B. THOMAS,
JOHN C. EVANS, *Richmond.*
J. CURLE,
CHARLES E. ALLEN,
CHARLES COLLINS,
GEORGE E. BRICKITT,
R. S. HIGGINS,
CHARLES TODD,
GEORGE H. JONES,
SAMUEL B. BULLOCK,
E. C. EADS,
A. HAULEY,
E. A. MOORE,
MOSES PERVIN,
JOHN SIMONDS,
JAMES McDONOUGH,
WILLIAM H. SMITH,
J. NEWHEAD,
L. F. BUCKER,
C. J. CARPENTER,
A. GUELBRETH,
JAMES PETTERSON,
JAMES HISE,
G. B. INGERSOLL,
T. CAMPBELL,
JAMES H. MALONE,
C. FORD, Jr.,
H. REA,
JOSEPH S. HULL,
J. B. CLARK,
JOHN T. LATTIMER,
HUGH MILLER,
CHARLES A. WALTON,
CHARLES D. PUDDY,
L. R. CONNEUR,
WM. VAN DEVENTER,
ALBERT JONES,
A. P. LADEW,
DAVID MOORE,
OLIVER QUINETTE.

DANVILLE, *January* 24, 1844.

MR. GREEN:

Sir,—The undersigned, in behalf of the citizens of Danville, would return you their sincere thanks for your laudable efforts to suppress a vice that has been fraught with so much misery to mankind, and would encourage you to perseverance, by their best wishes for your final triumph.

They have no doubt but that you have occasionally met unpleasantness in the course you have taken; but the consciousness of the rectitude of your motives will far outweigh the sacrifices you have or may make, and your ultimate triumph will not only be hailed by the plaudits of the good among your fellow-beings; but finally be

smiled upon by *One* who ponders the thoughts and actions of men.

Your friends, truly,

J. G. BRUCE,
WILLIAM PAWLING,
S. S. DISMUTIS,
W. GREEN,
THOMAS W. GORE,
JAMES GORE,
C. GORE,
JOHN FORD,
WILLIAM F. MARVIN,
D. J. HYRES.

FRANKFORT, *January* 17, 1844.

MR. J. H. GREEN:

Sir,—Your departure from this place, so early after the organization of our Anti-Gambling Society, deprived the undersigned of the opportunity of expressing to you the obligations under which you have placed the citizens of Frankfort, and the friends of morality everywhere, by your patriotic labors for the suppression of a vice alike injurious and corrupting to our race. During your brief stay here, about two hundred and fifty of our citizens have signed the pledge, and we trust a spirit has been awakened in this community that will speedily enrol all of our citizens as members of our Anti-Gambling Society. Nor has the value of your labors ceased here. Many members of the Legislature attended your lectures, and we think we see evidences amongst them of a determination to at once avail themselves of their public position, to enact such additional laws as will tend to suppress the odious and destructible vice. We thank you for your visit to our place, and cordially recommend you to the attention and regard of the friends of morality everywhere.

We are, very respectfully, your obedient servants,

W. C. GOODLOE,
A. G. WATTS,
J. J. VEST,
JAMES DAVIDSON,
G. W. CRADDOCK,
W. M. LADD,
J. SWIGERT.

MAYSVILLE, *December* 8, 1845.

To all whom it may concern: We take great pleasure in giving our public approval to the efforts of Mr. J. H. Green, for the suppression of the vice of gambling. We cannot but regard him as having been trained in the school of vice, and reformed, in the providence of God for the accomplishment of the work in which he is now engaged. Mr. Green has visited our city, and lectured in all of our churches, and we hesitate not to say, that his lectures must do great good. His arguments are facts of the most thrilling character, which expose in colors most glaring, and in a manner overwhelmingly thrilling the appalling evils of gambling. We commend Mr. Green, in his praiseworthy efforts, to all good citizens, and hope that wherever he goes he will have both the ear, and the sympathies, and the co-operation of the community.

R. C. GRUNDY,	JAMES A. LEE, *Mayor*,
J. W. RAND,	M. RYAR,
SAML. K. SHARPE, M.D.,	JOHN M. DUKE,
AMBROSE SEATON,	W. H. LOWDER.

DETROIT, *August* 29, 1845.

Mr. J. H. Green, somewhat extensively known to the public, and familiarly denominated the *Reformed Gambler*, has recently visited this city, and lectured some five or six times on the subject of the danger, and frauds, and miseries of gambling. He occupied at different times the Methodist Episcopal, the Baptist, and the Presbyterian churches. We cheerfully give him this testimony of our confidence in his sincerity, and of his ardor in attacking the vice by which he was once enslaved. We believe that his visit to this city has been attended with good, and we wish him success wherever he goes in his efforts to awaken public attention to the horrid evils and dangers of a practice widely prevailing and powerfully

supported. We think no man could hear Mr. Green's plain, unvarnished, and unaffected statements, in his own plain, unpretending way, without being convinced that the virtuous, and philanthropic, and every friend of his country and humanity should exert their influence to expose and counteract the frauds and ruin perpetrated by the gambler's arts.

We have been gratified with the course pursued by Mr. Green while in this city, and believe that wherever he is countenanced by the respectable citizens of a place, his labors may be made very efficient in exposing and counteracting the ensnaring, and to many the fatal practice of gambling. It will give us pleasure to hear of his success and usefulness in other places which he may visit, to tell the story of his own reformation, and to put the people on their guard against the tricks and knavery of those who indulge in the gambling arts.

GEORGE DUFFIELD,
Pastor of the First Presbyterian Church of Detroit.
JOHN HULBERT,
E. P. HASTINGS,
B. F. LARNED,
HORACE HALLOCK,
E. BINGHAM,
DAVID FRENCH,
H. BRADY, *U. S. Army.*

THE END.

DATE DUE

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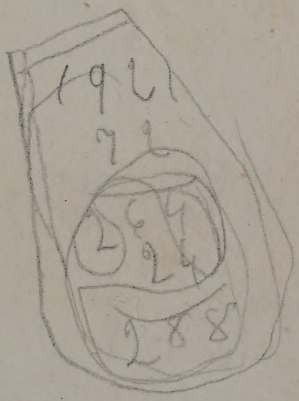

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